computer and video GAMES

ISSUE 221
The world's Original games mag

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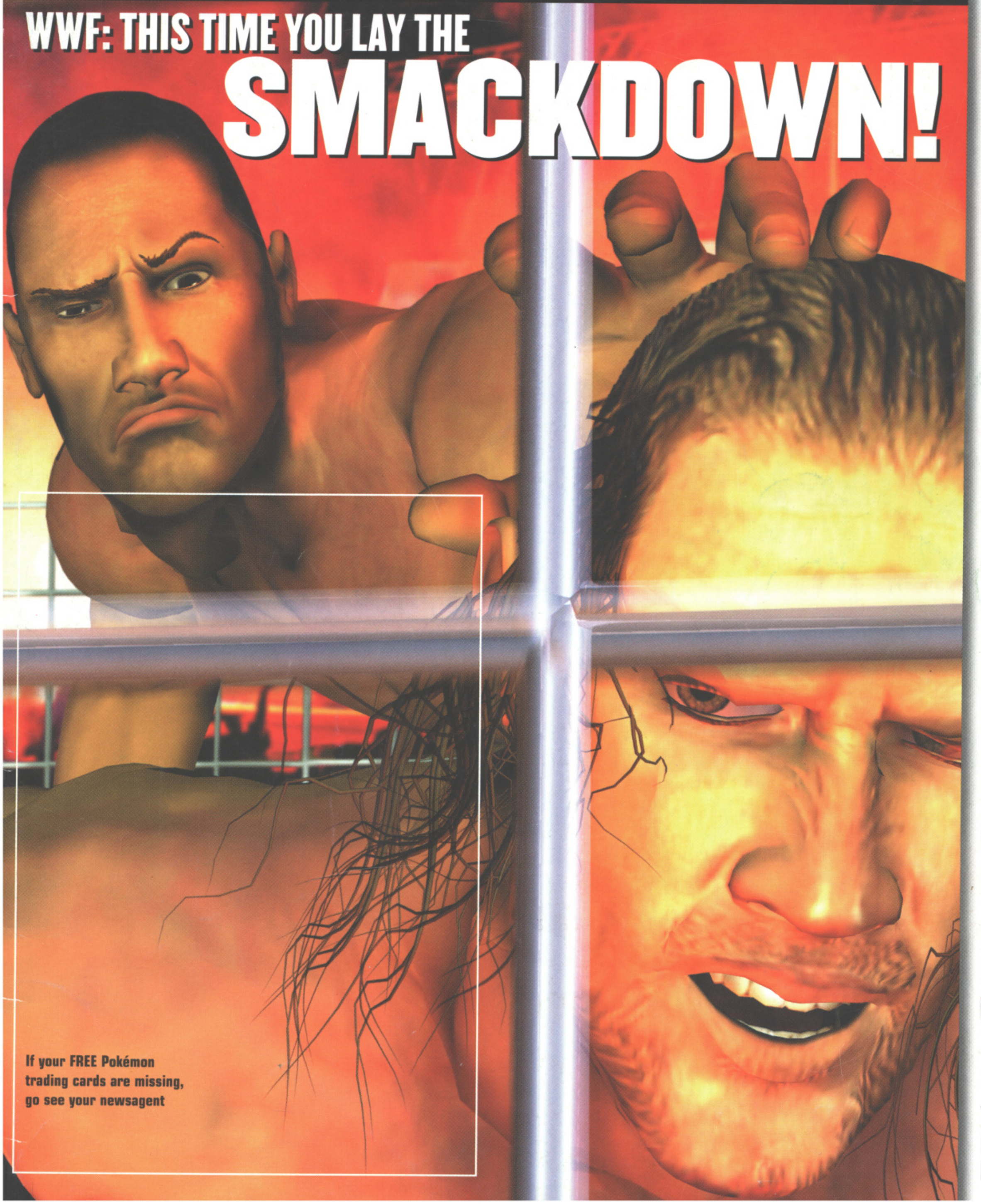

WWF: THIS TIME YOU LAY THE SMACKDOWN!

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PS2

What the best new games are like to play

RES EVIL3

How to crack it in Hard mode

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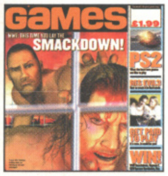
Games
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SMACKDOWN!
PS2
WIN

221 April 2000

THE WORLD'S FIRST

Did you know we were the world's first games magazine? Did you also know we're still the UK's best selling mag that covers every kind of game? That's something no-one else can claim – you don't survive unless you're offering a superb magazine, and you don't stay number one if you're not a whole lot better than the other mags on the shelves. Those are two judgements that readers like you make every month.

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- ☐ Our tips and guides make playing even more fun
- ☐ We love games just as much as you do
- ☐ We cover it all, we're the ONLY magazine you need

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Y2K PROBLEM

MEET THE TEAM...

Who produce the mag and their most-played games this month

Join us online at www.computerandvideogames.com

MATT
- *Code Veronica*
- *Crazy Taxi*
- *The Sims*

LES
- *WWF Smackdown*
- *Syphon Filter 2*
- *Code Veronica*

PAT
- *Space Channel 5*
- *Ecco The Dolphin*
- *Unreal Tournament*

PAYNEEEE
- *Unreal Tournament*
- *NFL 2K*
- *Rolling Thunder*

CHUBBSY
- *Time Crisis*
- *Crazy Taxi*
- *Fingerboarding*

PETE
- *Theme Park World*
- *Nox*
- *Unreal Tournament*

RETRO DEAN
- *Tempest*
- *R-Type*
- *Ocarina Of Time*

PAUL
- *Unreal Tournament*
- *Code Veronica*
- *Shenmue*

TONY
- *The Sims*
- *Crazy Taxi*
- *Snowboarding*

LEE
- *Shadowman*
- *Rayman 2*
- *Grandia*

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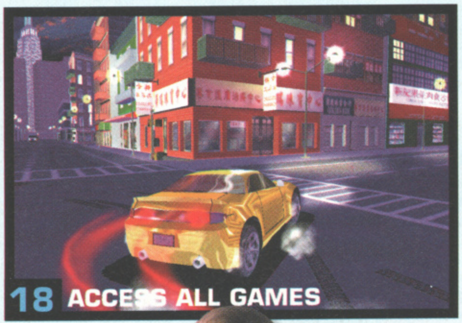
GAMES
ISSUE 221 APRIL 2000

SCOOP!
THE HOTTEST NEW GAMES, THE LATEST NEWS, THE BEST PRODUCTS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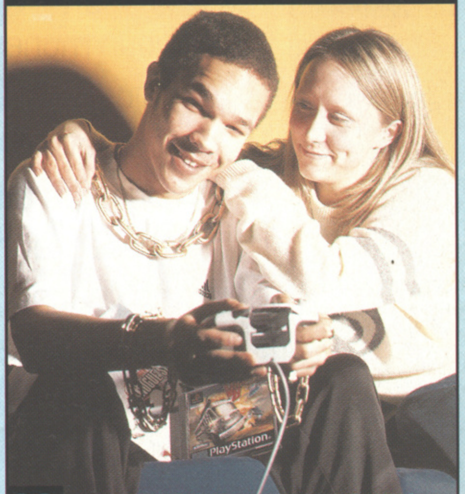
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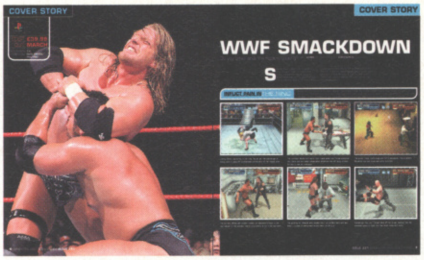
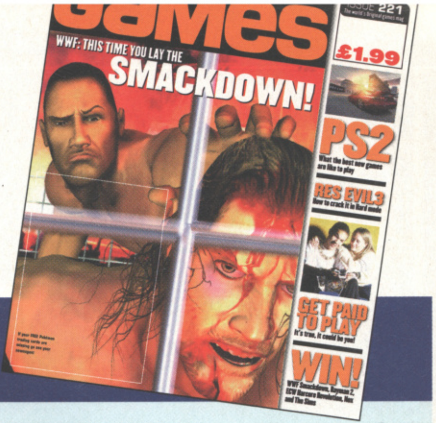
COVER STORY

WWF SMACKDOWN **6**
The coolest wrestling game ever and it's out on multiple formats. Check out our PlayStation review





FUN

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Top techniques from the CVG experts to help get you some c-razzeeey money!

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Your games tips. Our money. Every one we print earns you ten quid

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The answer to a Pokémaniac's dreams

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Deal-o-rama! Save dosh. Wrestling compos, too

WIN £100 .... **52**
Answer pish-easy questions to win luverly dosh

RAYMAN 2 .... **88**
Five copies of this awesome game to win

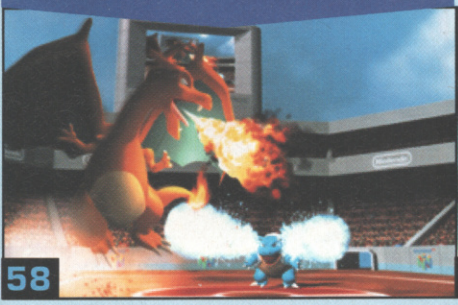
NOX **90**
Blag some free RPG action for your PC

SOUL REAVER **92**
Ten awesome statues going begging

UEFA CHAMPIONS LEAGUE **95**
Footy goodies to score

THE SIMS **96**
Save some dosh – win a copy

FREE POSTERS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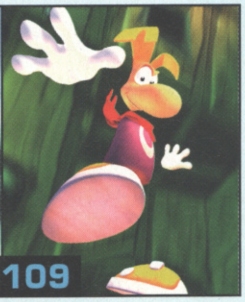
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THE ONLY TESTS TO TRUST

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TRAINER
PIKACHU
A BATTLE B POKéMON S RUN
KANS-E
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ECW HARDCORE REVOLUTION **84**
Vicious in-yer-face wrestling action

ROLLCAGE STAGE 2 .... **87**
Head-over-heels future racer

WILD METAL **87**
Don't board your tank till you've seen our score

RAYMAN 2 .... **88**
Contender for the best platformer ever

THEME PARK WORLD PLAYSTATION **89**
PS version all the better for sim improvements

NOX **90**
Action-fest RPG that doesn't need an anorak

COLONY WARS: RED SUN **91**
Battlestations! Space shoot 'em up alert

SOUL REAVER ON DC **92**
Will the soul-sucker suck on Dreamcast?

CRICKET 2000 .... **94**
Finally, an alternative to *Brian Lara*'s

DUNE 2000 .... **94**
Real-time strategy kicks on PlayStation

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Get your footie fix here

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Run and ruin lives in the ultimate sim

GRAND PRIX WORLD **97**
Will this racer make a dent in a crowded market?

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Are they really super?

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The best handheld entertainment around

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Legendary Japanese RPG hits the UK five years later

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Epic point-and-click adventure fun

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Strategy sim with giant killer penguins

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Wildly addictive handheld phenomenon hits the N64

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Res Evil-style gameplay – and scares

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WWF SMACKDOWN

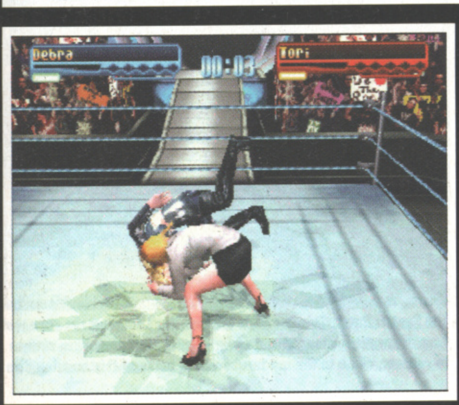
Do you smell what the Rock is cooking?

WORDS: LES ELLIS **SCREENSHOTS:** VARIOUS

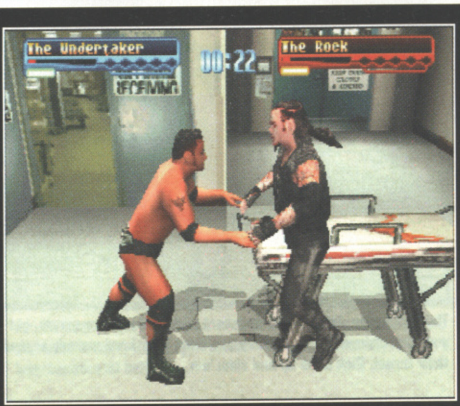
Sweaty, near-naked men grabbing hold of each other's bodies and doing unthinkable things to one another. In the UK you'd be arrested, but in America this is big business. And the WWF is the biggest of the lot. The *Warzone* and *Attitude* games were good, topping the charts all over the world, but now THQ has got the licence and it's gonna lay the smack down.

INFLICT PAIN IN THE RING

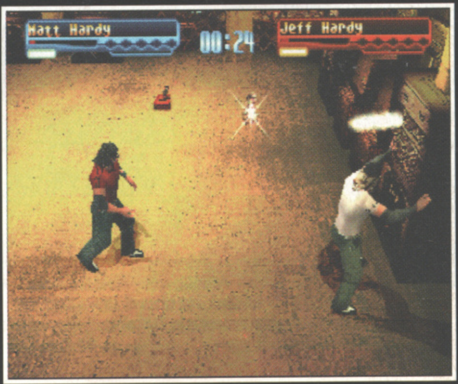
Slamming someone on to the canvas may inflict a little bit of pain, but imagine how much it's going to hurt if you start throwing them around a boiler room, or think what you could use on them in the kitchen, or the car park? *Smackdown* lets you fight wherever the hell you want to.



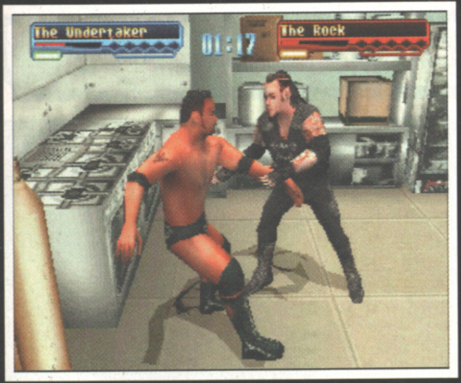
You do get the advantage of being able to jump off turnbuckles and bounce off the ropes, plus you can have cage matches



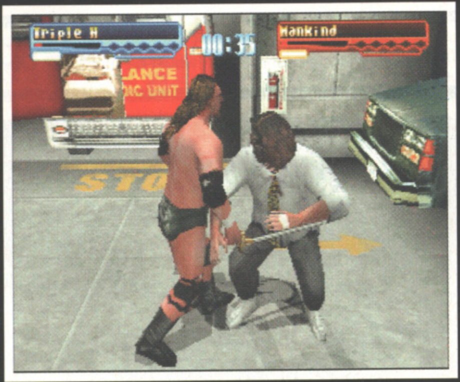
Walls hurt more than ropes, when you throw someone into them, that is. Use whatever is left lying around as a weapon



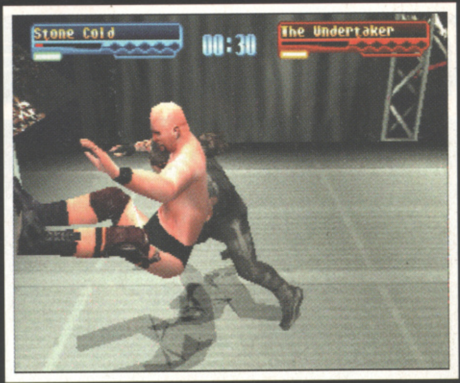
The boiler room. Dark, dingy and full of weapons. This is where Mankind has had many speciality matches



The kitchen. While you can't shove your opponent's head in the microwave or the blender, there's still plenty of fun to be had here



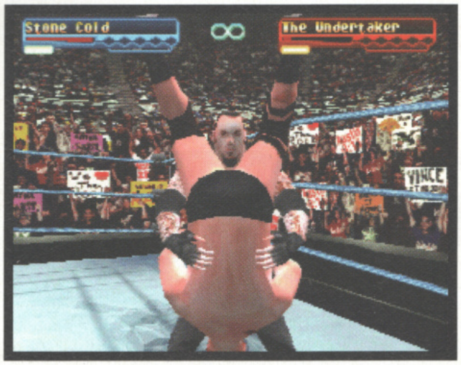
The parking lot. Anyone who leaves their car parked here will see what a couple of overgrown action men can do with it



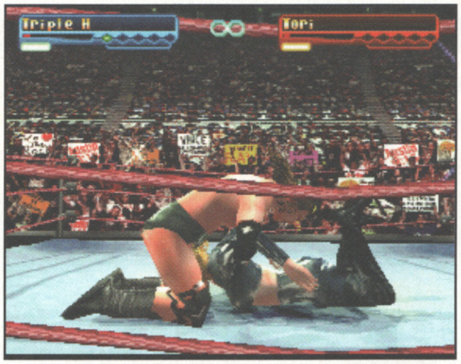
Backstage. You can't throw them off the stage, making this the smallest place to fight. But that steel ramp still hurts

A POLISHED FINISH

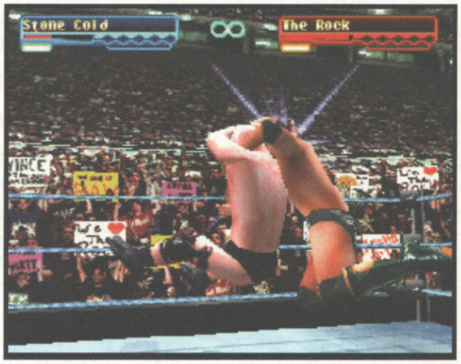
There's no point picking your favourite wrestler if you can't pull off his finishing move. What would Austin be without the Stunner, and the Undertaker with no Tombstone would be a wuss. But, the finishing moves are easy to pull off. Just wait until 'SMACKDOWN' flashes by your energy bar, get in the right position and hit L1. Here are some of the best...



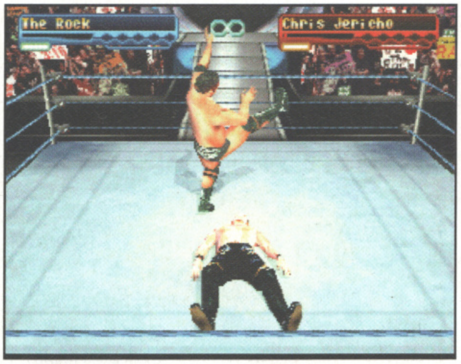
The Tombstone. Get your opponent stunned and scoop him up, stick his head between your knees and ram it into the floor. Nice



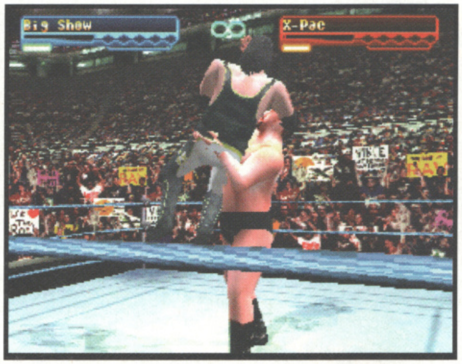
The Pedigree. Face your opponent and hit L1. See yourself kick 'em, shove their head between your legs and show their face to the floor



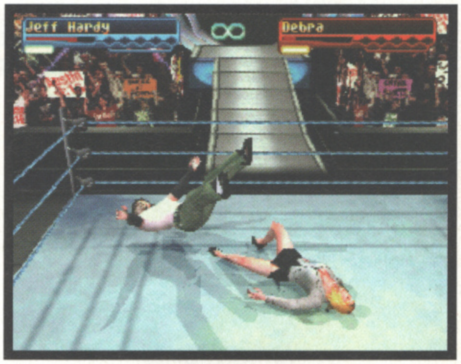
The Stone Cold Stunner. Wear your opponent down, then either pick them up or spin them around and you can hit Steve Austin's finisher



The People's Elbow. To be extra flash you can pull off the Rock Bottom first. Then, when your opponent is flat out on the canvas, hit L1 and the Rock's big move is yours



The Chokeslam. Smash your opponent with some power moves, get your Smackdown gauge flashing and wrap your hand warmly around their throat. Pick them up and slam 'em

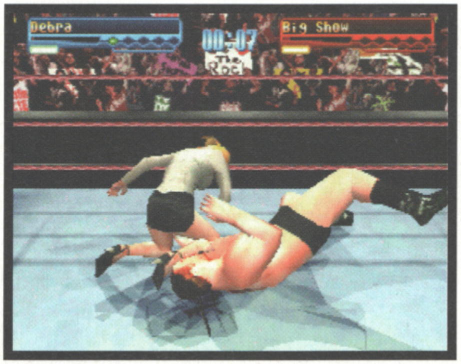


The Senton Bomb. This is a little trickier. You need to make sure that your opponent is stunned and down. Then, before they have chance to recover, climb to the top turnbuckle to perform this amazing dive

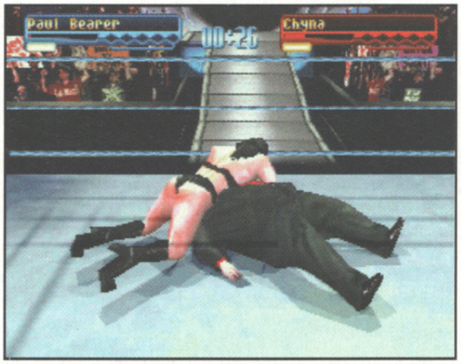
> **"It's not just near-naked blokes, either**

SMACK MY BLOKE UP

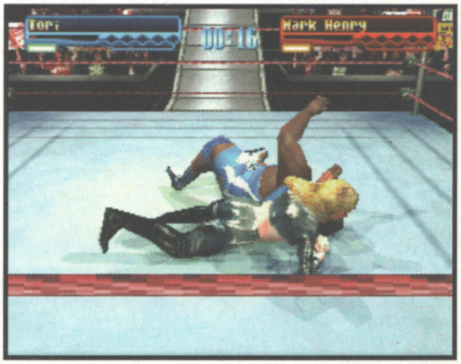
It's not just sweaty near-naked blokes in *Smackdown* – we've found some sweaty near-naked 'ladies' as well. We all knew muscle-bound Chyna would be there, but check out who else is coming for a catfight.



WWF diva Debra is actually copping off with Stone Cold Steve Austin in real life. I guess the Big Show will have to go easy on her or he'll be next in line for a Stone Cold Stunner



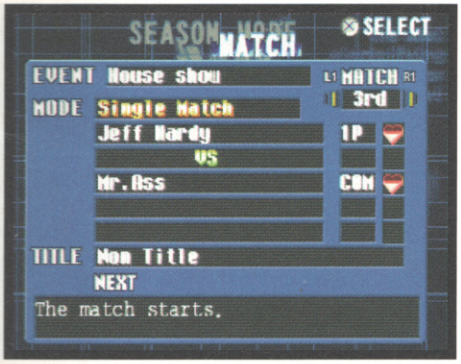
I'm sure muscle-bound, Xena look-a-like Chyna could charge extra for this, especially as it's the only breathing female company that lard-arse Paul Bearer is going to get



Tori. How can she fight when she spends more time on her hair than in the gym? Still, she's got this bloke down even though he's not exactly gravity-defying

WHY GET A PROPER JOB

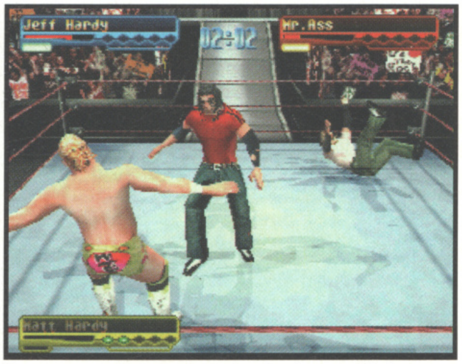
Try out the WWF's exhausting schedule in Career mode, where you have to attend the house shows and work your way through the big PPVs to become the best. Watch out for wrestler interviews, injuries and just about everything you'll see on a WWF show as the game throws all it has at you.


SEASON MODE
MATCH
SELECT
L1 MATCH R1

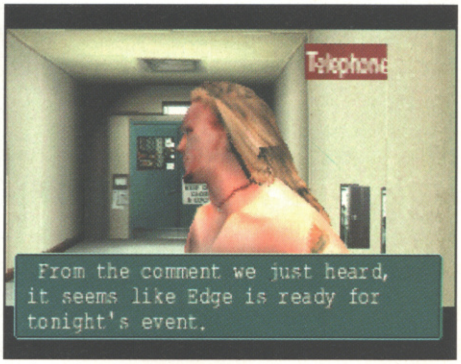
EVENT House show
3rd
MODE Single Match
Jeff Hardy 1P
VS
Mr.Ass COM
TITLE Non Title
NEXT

The match starts.

Check the card to see who you've drawn and in what sort of match. You can also watch the other computer-controlled matches

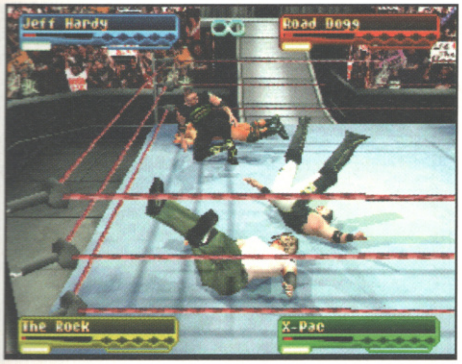

Jeff Hardy
02:12
Mr.Ass
Matt Hardy

You can expect other wrestlers to interfere in a match if the game decides that a few feuds are needed to spice things up

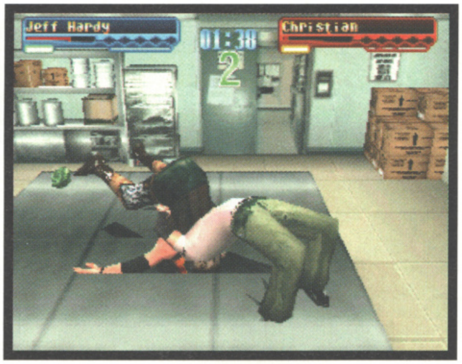


From the comment we just heard, it seems like Edge is ready for tonight's event.

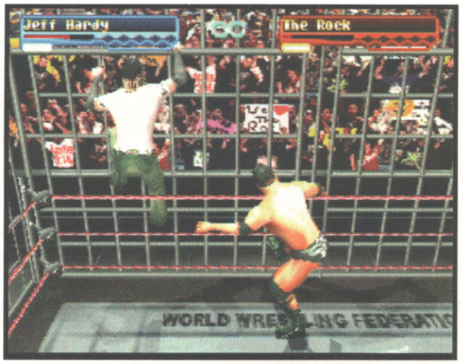
Backstage interviews and comments add extra atmosphere to some of the matches as the grudges and feuds start to appear


Jeff Hardy
Road Dogg
The Rock
X-Pac

You missed out on a PPV, but your next appearance at a house show could be like this dramatic crowd-pleasing four-man Battle Royal. Is a title shot far away?


Jeff Hardy
01:38
2
Christian

A Falls Count Anywhere match with Christian on Summerslam will please the fans and push you up the rankings. Next stop, the Intercontinental belt

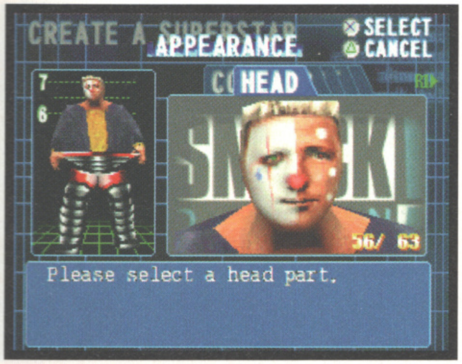

Jeff Hardy
The Rock
WORLD WRESTLING FEDERATIO

Victory over The Rock at Wrestlemania in a vicious cage match gives us the somewhat unexpected sight of Jeff Hardy becoming the WWF Champion

there are sweaty near-naked 'ladies', too”

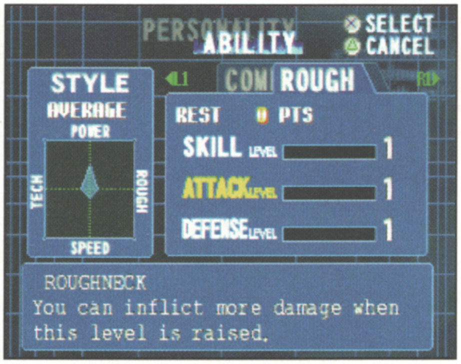
CREATE-A-FREAK

So dozens of your favourite WWF superstars aren't enough for you then, eh? You want to put yourself, or your mates, or your favourite pop star or just some home-grown mutant in the game to see how they do against the Undertaker and his mates? No problem. Just dial up the Create-A-Wrestler mode and let your imagination run wild.


CREATE A SUPERSTAR
APPEARANCE
SELECT
CANCEL
HEAD
R1
7
6
56/ 63

Please select a head part.

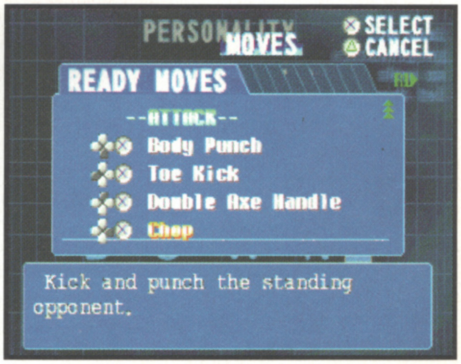
OK. So this is the wrestler of your dreams – maybe you should see a psychiatrist. You can choose the head, the body, the lower body and a weapon. You can also alter the height and weight


PERSONALITY
ABILITY
SELECT
CANCEL
STYLE
AVERAGE
POWER
TECH
ROUGH
SPEED
L1
ROUGH
R1

REST 0 PTS
SKILL LEVEL 1
ATTACK LEVEL 1
DEFENSE LEVEL 1

ROUGHNECK
You can inflict more damage when this level is raised.

Tinker with his abilities to make him better at certain matches and certain styles of fighting. Make sure you balance out the points though or you'll be easy pickings in other matches


PERSONALITY
MOVES
SELECT
CANCEL
READY MOVES
R1

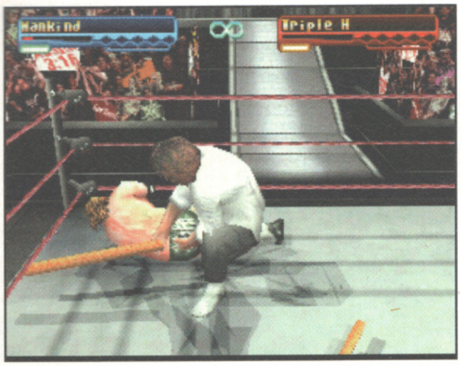
--ATTACK--
Body Punch
Toe Kick
Double Axe Handle
Chop

Kick and punch the standing opponent.

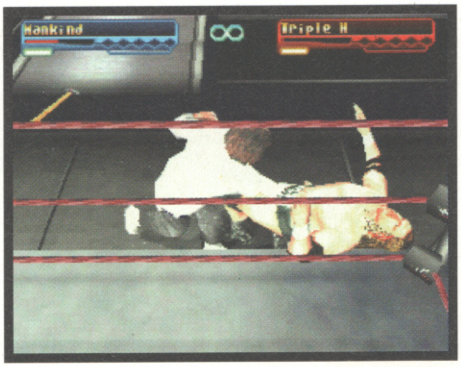
Then assign what moves you want him to be able to do. The only thing left is to give him his title shot against the champ to see how he performs

HARDCORE RULEZ

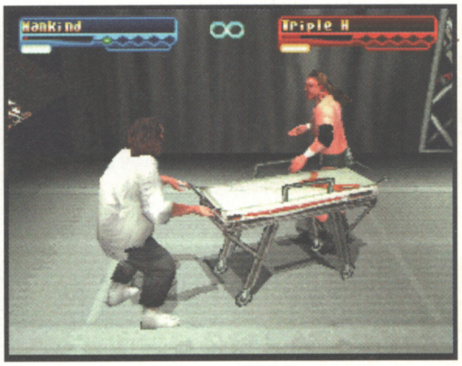
The latest fashion in the WWF is for hardcore matches where anything goes and anything can happen (nails in the face, barbed wire baseball bats and stupid amounts of blood). *Smackdown* lets you enjoy all the extreme action you can handle.


Mankind
Triple H

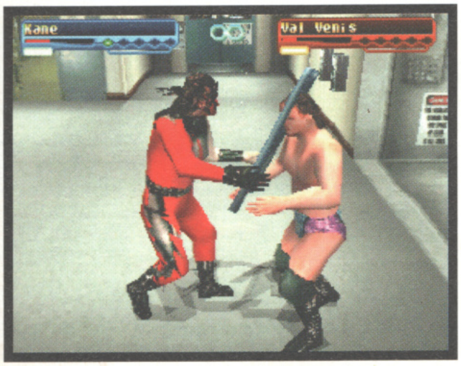
You start out in the ring, but each character has a weapon. Use it on your opponent before he uses his on you


Mankind
Triple H

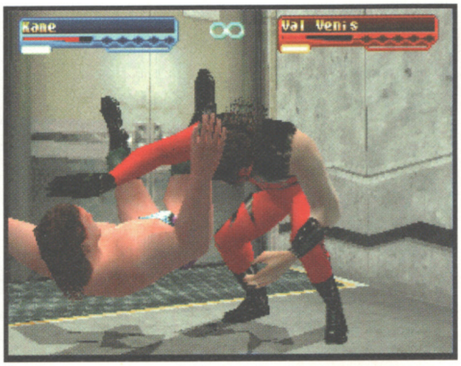
Remember, no rules and no count-out means that you can go outside the ring to let the fans have a close-up of the action


Mankind
Triple H

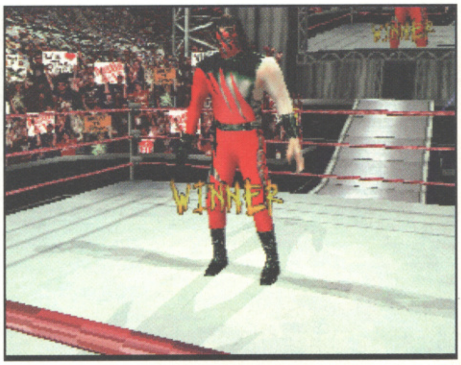
Whip him up the ramp and you can fight in front of the Titantron, using hospital trolley's as weapons


Kane
Val Venis

Throw them through the curtain to go backstage, where you can access the other areas, all packed with weapons. Here Kane introduces Val Venis to the nasty end of a steel chair


Kane
Val Venis

Finishing moves on concrete floors and parking lots are always more potent than in the ring. Val Venis will never get up from this devastating chokeslam

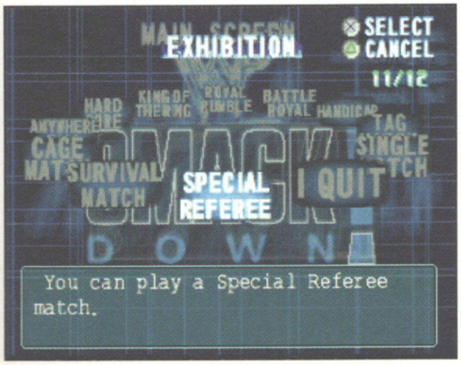

WINNER
WINNER

And there you are. The new WWF Hardcore champion. If you're in Career mode then you can expect all sorts of wacky challenges to come your way

> **"A trad choice – the chair shot to the head"**

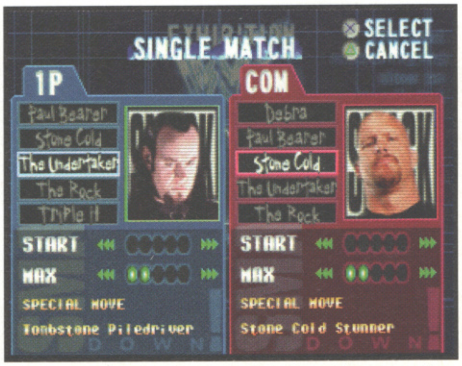
BIGGER, BADDER BETTER

You bought *WWF Warzone*, you bought *WWF Attitiude* not so long ago, so is it really worth getting *WWF Smackdown* as well? Just what more can it offer? Check it out:

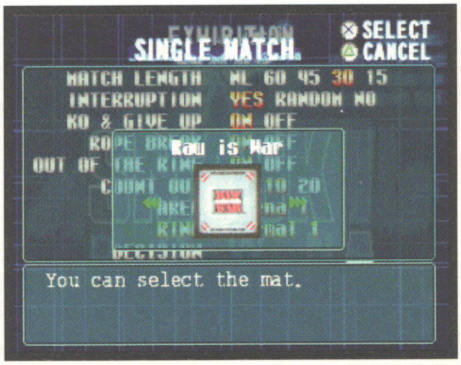

MAIN SCREEN
EXHIBITION
SELECT
CANCEL
11/12
HARD
KING OF THE RING
ROYAL RUMBLE
BATTLE ROYAL
HANDICAP
ANYWHERE
TAG
CAGE
SINGLE
MAT
SURVIVAL
MATCH
SPECIAL REFEREE
I QUIT
SMACK DOWN

You can play a Special Referee match.

You want more styles of match? You got it. You can even be a guest referee and interfere in the fight (although you run the risk of both fighters turning on you). There are 12 different types of matches


EXHIBITION
SINGLE MATCH
SELECT
CANCEL
1P
COM
Paul Bearer
Stone Cold
The Undertaker
The Rock
Triple H
Debra
Paul Bearer
Stone Cold
The Undertaker
The Rock
START
MAX
SPECIAL MOVE
Tombstone Piledriver
START
MAX
SPECIAL MOVE
Stone Cold Stunner

You kick off with 36 WWF superstars (complete with managers if they have them in real-life). Secret characters are unlocked for any long-term success in the Season mode

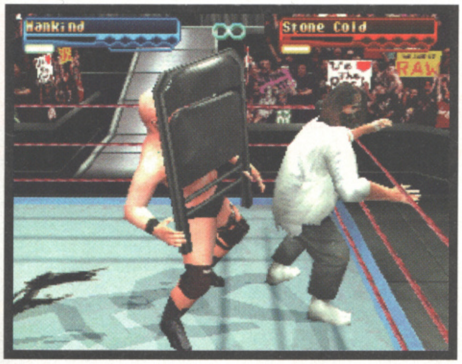

EXHIBITION
SINGLE MATCH
SELECT
CANCEL
MATCH LENGTH NL 60 45 30 15
INTERRUPTION YES RANDOM NO
KO & GIVE UP ON OFF
ROPE BREAK
OUT OF THE RING
COUNT OUT 10 20
DECISION
Raw is War

You can select the mat.

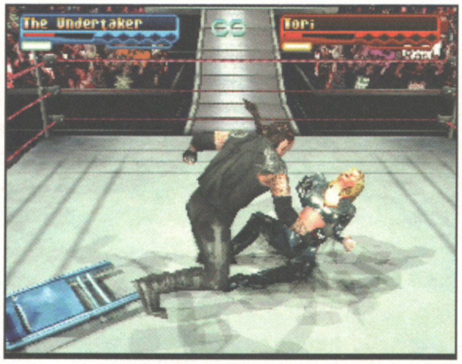
Ten different rings, three different arenas plus the six different fighting areas. Name one game that comes close to matching that for longevity and variety. You can't, can you?

WEAPONS

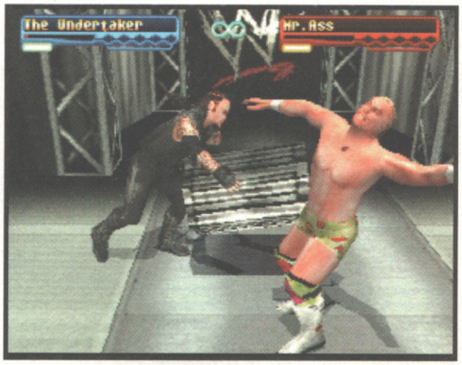
You can have all the big muscles and flash moves you want, but a sledgehammer to the head is a winning move to pull off in our books. And it's not just sledgehammers, either. We've found 23 weapons so far, from chairs to hospital trolleys, from plates to baseball bats.



The traditional choice of the wrestler, the chair shot to the head – here demonstrated by Austin on Mankind



All right, so a microphone may not seem like the toughest weapon to use, but apparently it hurts. Especially where he's gonna put it



Taking out the trash takes on a whole new meaning in the WWF as the Undertaker introduces Mr Ass to waste disposal

"Lays the smack down on the others"

WHAT WE THOUGHT

MAINSTREAM
WWF Attitude bought the world of wresting to the attention of general beat 'em up fans, even those who weren't into wrestling. Now *WWF Smackdown* crosses that line and demands attention. With the sheer amount of moves available to all the characters and their variety, this could provide more challenging learning than the likes of *Tekken*. All the fighting styles are different. Then throw in all the different kinds of fights and rules and you have the biggest and most ambitious beat 'em up to date.

MORE, MORE, MORE, MORE
It's not just that *WWF Smackdown* has more features than any other wrestling game, but there's so much in here that it makes rivals obsolete. No wrestling game on any other machine has come close to this. If you're a fan, you find yourself adopting the fighting style of your favourite character in and out of the ring. While if you're new to the WWF you'll just love how hilarious the fights turn out to be. There's never been a battering about the ring like it. Just being able to throw someone into another fighting area – it's been done before, but never as good as this. The same goes for the weapons and different kinds of match-ups. *Smackdown* just does it better.

TV LOOK
All the wrestlers have their own entrance videos and music, and the graphics just happen to be the best in any wrestling game: *Smackdown* is the closest you'll come to emulating the antics that you see on the TV. If you got yelled at when you tried to pile-drive your mate on the playground at school, you can now take it out on him at home. Throw in bone-crunching sound effects and *WWF Smackdown* becomes the complete package of a wrestling game.

WORTH PLAYING?
WWF Smackdown lays the smack down on all the other wrestling games, takes them along Know Your Role Boulevard and checks them into the Smackdown Hotel. It doesn't matter what they think. *Smackdown* is the new champ. And if they don't like it, they can take their discs, shine them up real nice, turn that sonofabitch sideways and shoe it right up their candy ass – if you smell what THQ is cooking. There's a new wrestler on the block, and it rules.

computer and video Games
★★★★★

IF YOU LIKE THIS TRY THESE...
ECW Hardcore Revolution (N64), *WWF Wrestlemania 2000* (N64) *WWF Attitude* (PS)

COMPETITION

No doubting *WWF Smackdown* on the PlayStation is the hottest wrestling game around, we've lined up 25 copies plus t-shirts and caps from THQ for the first names pulled out of the hat who get the answer to this hardcore WWF question right.

Name the wrestler who was pedigreed face-first on to thumbtacks at the Royal Rumble in January?

a. Triple H

b. Al Snow

c. Cactus Jack

Send your answer in to WWF Compo, C&VG Magazine, EMAP Active, Angel House, 338-346 Goswell Road, London EC1V 7QP.

Closing date for entries 12th April, Editor's decision is final. Good luck!

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SCOOP!

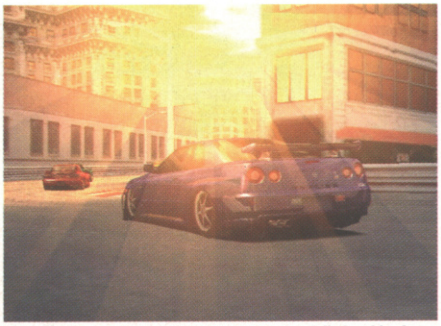
PLAYSTATION2 ON SALE NOW!

WORDS: PATT GARRATT, PAUL DAVIES PICS: ANTON WANT

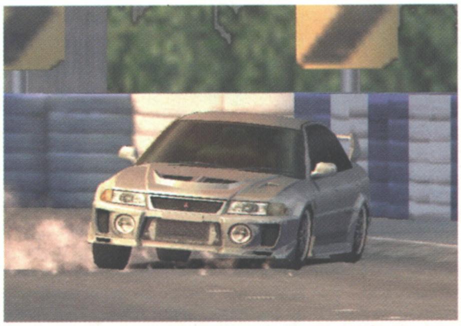
It's now in the shops in Japan and UK importers are doing brisk business. The world's going PlayStation2 crazy. The day Sony starting taking pre-orders over the Net, it's servers temporarily collapsed under half a million hits a minute from players desperate to get their hands on the new console. But while all most UK players can do is dream about playing Sony's next-gen console, those lucky beggars in Japan have already got it. So our readers don't feel they're missing out too badly, we sent a team to Japan's PlayStation Festival 2000 to check out the upcoming games and tell you just what the biggest ones are like to play.

GRAN TURISMO 2000

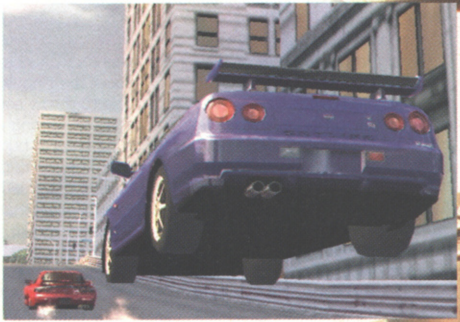
Beautifully-realised production cars hitting 7000rpm on twisting tracks with amazing backgrounds – what *GT* fans have been gagging for. Series producer Kazunori Yamauchi admits PS2's version should be seen as an upgrade of *GT2*, but *GT 2000* will be worth the wait.



The over-shine of early screenshots has been dulled and backgrounds look like virtual reality. Your jaw hits the floor as you're mesmerised by the incredibly realistic sunlight pouring between the gaps in tree branches and buildings. A pure adrenaline rush



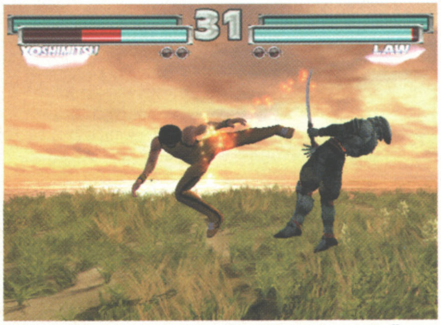
Vehicle handling is sooo *Gran Turismo*. You'll howl with joy as you pip the lead car to the post. Tarmac glares at you with perfection. But while it's still very early code, the fact that this is basically a revamp of *GT2* on PlayStation must have helped development



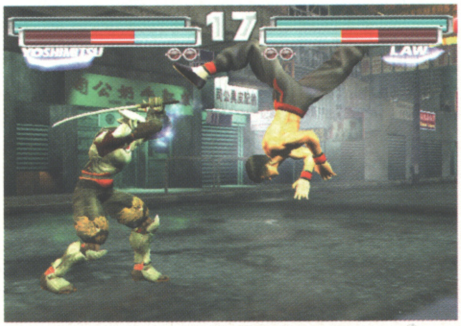
Anyone disappointed by the hyped 32-bit sequel will love this. The fantastic visuals and gameplay are excellent and give you a genuine thrill almost unheard of in driving games. You be glued for months. There are a few irritations but to *GT* fans it'll be near perfect

TEKKEN TAG TOURNAMENT

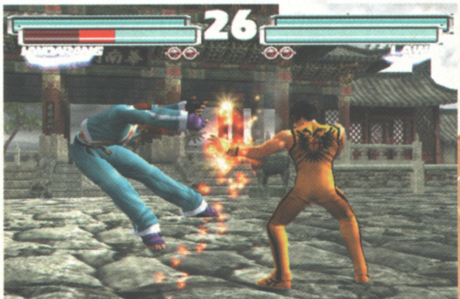
One in the eye for anyone who reckons fighting games are dead. No *Tekken* fan will be able to resist this. It's *Tekken*'s world brought to life in way you never dared to hope. Though *Tag* lost some of the *Tekken 3*s credibility in the arcades, the PS2 game will be essential.



***Tekken* as it deserves to be seen. Characters ooze personality and attitude and get under your skin. While they're busy shoeing each other, all around are the most dazzling locations ever to appear in a videogame, packed with onlookers jeering fighters**



The backdrops blow you away. Ling Xiaoyu's fairground stage is awesome. Shiny ceramic tiles on the floor of the fun park reflect all the coloured lights and the fighters moving over them. Detail on the Merry Go Round is plain insane, right down to the moving horses



In Forrest Law's Shaolin Temple stage, around 30 monks in different coloured clothes practise their forms. The fighters are also more detailed. Take Eddy Gordo's neck chain – it's now much longer, and swings about quite naturally with the movement of his body

CODE: VERONICA

That *Resi* game on DC . p20

SYPHON FILTER 2

Gabe's back. p24

PERFECT DARK

N64's Bond beater? p32

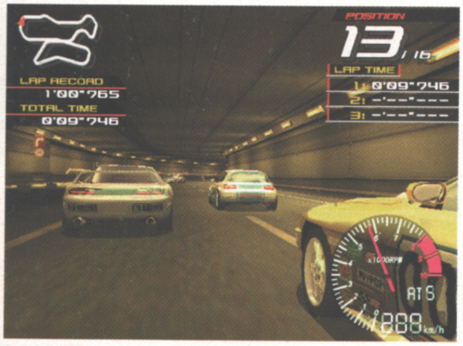
COLIN MCRAE 2

What you rally want. p50

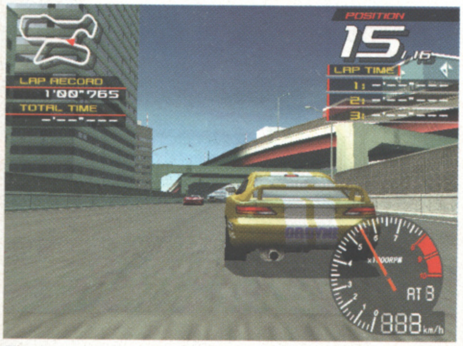
PS2
PlayStation 2
PS2
UTILITY DISC
ユーティリティディスク
PS2
PlayStation 2

RIDGE RACER V

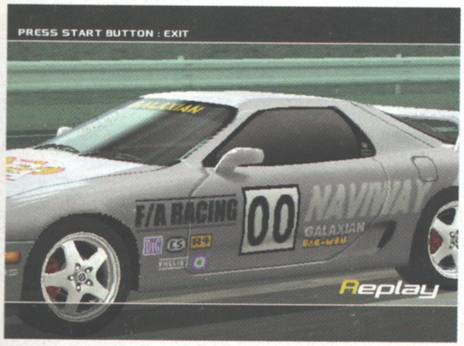
*Ridge Racer V*s start up movie urges you to, 'Control your desire'. That's a tall order for most of people who play the fifth game in the series, which some rated as one of festival's best. No matter how prepared for PS2 you are, when you see *RRV* for the first time, you will be compelled to play. And, though somewhat familiar, it's a truely exhilarating experience. People will buy PS2 for this game alone.



Detail in *Ridge Racer V* is literally incredible. You can even see the seats and the dashboard lights through the rear window of your car. The silver 'Solair' car really shows off the real-time light-mapping, with orange-yellow tunnel lights reflecting off the bodywork. Tasty, though it must be said that we weren't entirely convinced by the shadowing cast on your car by skyscrapers



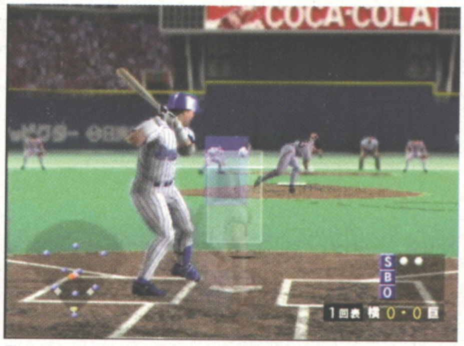
The clarity and often delicate construction of Park City hits you hardest. The city seems vast and it looks like you can see for miles, while close up the complexity of the buildings impresses. Race at different times of day and the lighting conditions enhance the visual impact, with tasty reflections off buildings' windows at sunset and sparks kicked up by cars at night



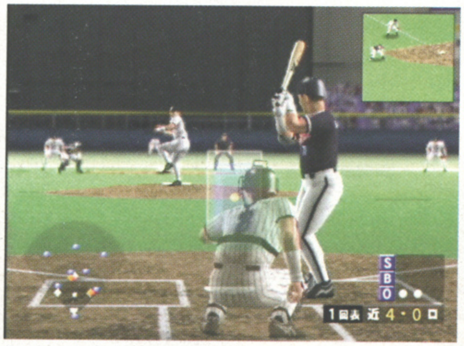
***Ridge Racer V* defines the arrival of PlayStation2. Other games on show were perhaps more realistic and others may also have been more original, but *RRV* combines handsome next generation looks with a solid feel and great control. This actually delivers what you always imagined you would be playing on PS2**

GEKIKUKAN PRO BASEBALL

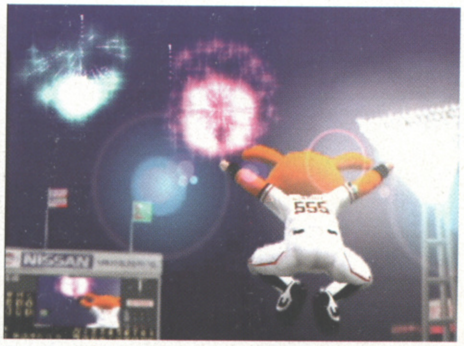
Square's *Gekikukan Pro Baseball* became an immediate object of desire when the first movie appeared on the Net. The way the player walked, broke into a run and accepted a gift from a team mascot were mesmerizing. The first viewing of the game left an entire generation of savvy gamers slack-jawed, it looked that good.



The animation of the characters is as slick as an oiled-up John Travolta on an extremely good day, with over 3500 frames each. We repeat: over 3500 frames each. So far, so good. The batting system itself is fairly standard baseball fair: you match the target area for the bat to the dot shown by the ball after pitching and you hit it. There's really not a great deal more to it than that



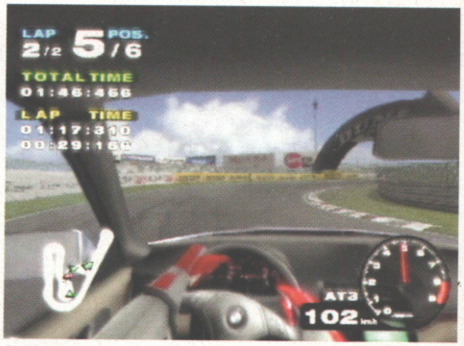
But then you notice the crowd. The jerky, flag-waving mass looks pants against the beauty of the batter and pitcher. And that disappointment continues as you play. You don't have the control you wish you did – your pitcher even throws balls to bases of his own accord. Glitches aside though, it's as an engaging baseball title as you're likely to see on the new generation of console hardware



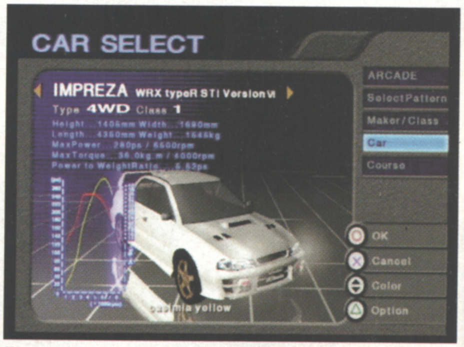
The animation is mind-blowingly exciting and this must be the most accomplished title in the genre ever. It may herald a new era in the quality of games, but only the baseball hardcore will really take to this. It's a fine example of just how convincing games can look on PS2 – let's hope more titles set such exacting animation standards

TYPE-S

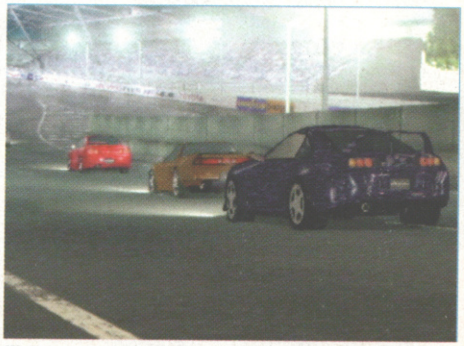
This may not become a benchmark title on PLayStation2, but if it doesn't, it'll only miss the mark by a matter of inches. *Type-S* aims squarely at realism. Each car's interior is lovingly recreated for that particular model and even the driver's crash helmet is reflected on the inside of the windscreen. The overall feeling of real racing is totally unmistakable, although the clichéd lens flare does distract you from what's really going on.



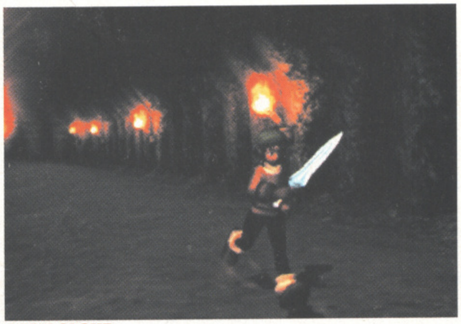
Each motor places the driver on the correct side, which makes for an intriguing addition you're steering left-hand drives like this Beamer. But there's no sign whatsoever of Square's claims of views changing if you brake hard (like your head being thrown forward in a real car) . We've also already seen irritated players giving up when their cars got stuck in scenery



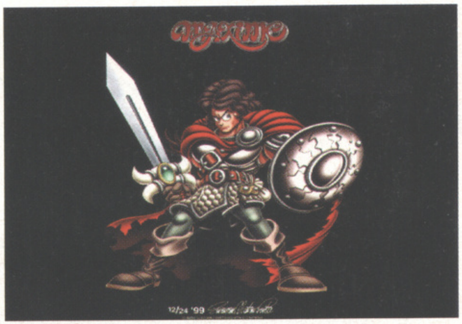
You certainly won't be disappointed by the selection of cars. If you can think of a manufacturer, it's there. Even Ferrari, the Holy Grail company of petrol heads, got in on the act. You may feel the cars handle strangely – many spin out repeatedly due to light steering. But despite that, loads of players will be only too happy to play for ages to really get to grips with *Type-S'* controls



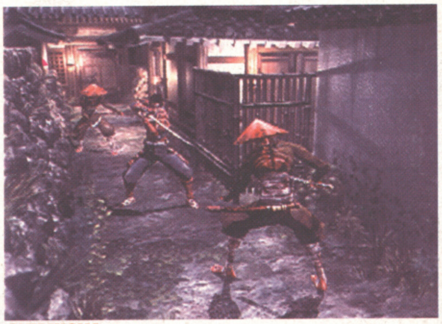
We have some niggling doubts. You might feel the ever-present motion blurr is unwarranted and the 40-second loading time leaves you incredulous, while there are inch-wide borders on each side of the screen. Square may change this before release but absolute realism may ultimately be a little too much for the general public



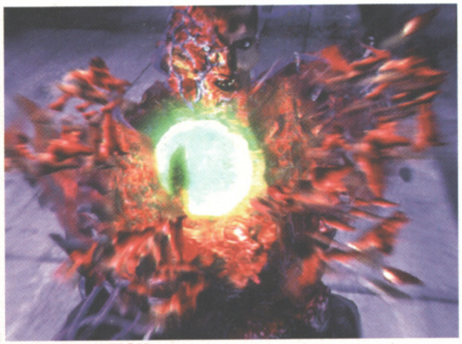
DARK CLOUD A panic RPG. What's unique is you construct villages and landscapes from a bird's eye view, then explore them at ground level. The most rounded PS2 game we saw at the show



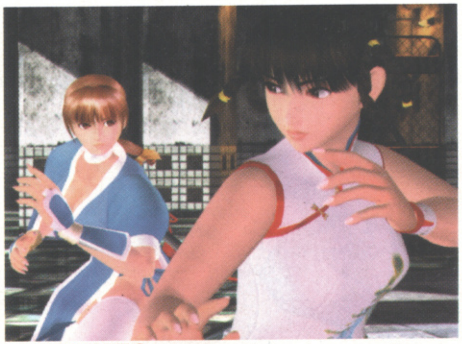
MAXIMO The ancient *Ghosts 'n' Goblins* exhumed and reanimated on PS2. In this action game you play the hero, Maximo, and take on an obstacle course of literally hellish proportions



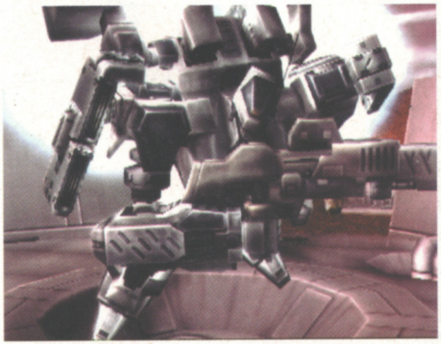
ONIMUSHA *Resident Evil* with Samurai warriors. Fully 3D scenes show off PS2's subtle lighting effects. Atmospheric like a million-dollar movie set instead of *Resi*'s flaky, flat backdrops



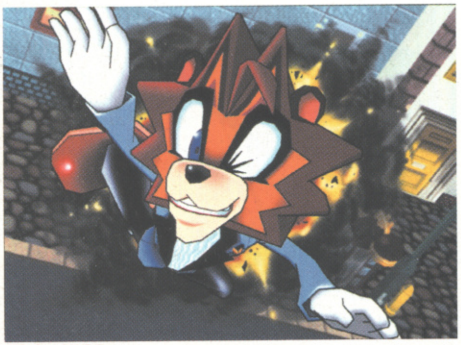
EXTERMINATION Panic action game with *Resident Evil* at the top of its family tree. Thematically, it's not unlike *RE*, but it looks similar to *Metal Gear Solid*, or *Syphon Filter*. Yummmy



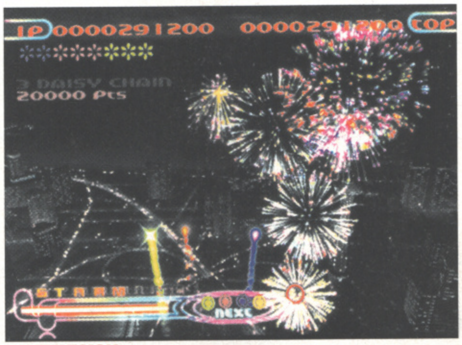
DEAD OR ALIVE 2 3D Fighting action based on successful Japanese arcade, featuring multiple stages. The PS2 version's 7.5 million polygons is double the arcade's. Features motion blurring



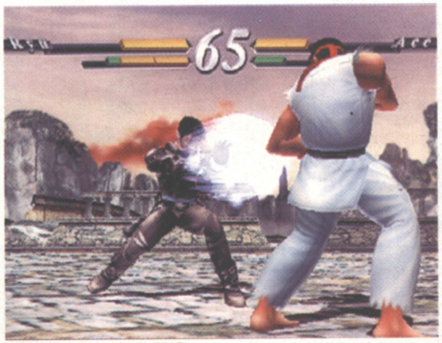
ARMORED CORE 2 Battle simulation. Giant armoured suits allow people to stomp around like tanks on legs, carrying an unfeasible amount of firepower. Not big in the West – yet



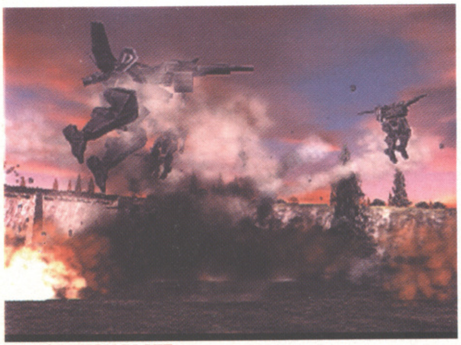
BE ON EDGE Rhythm action game trying real hard to be different. Think of a heavily stylised action movie directed like a pop music promo and you're not far off. This game makes you want to dance



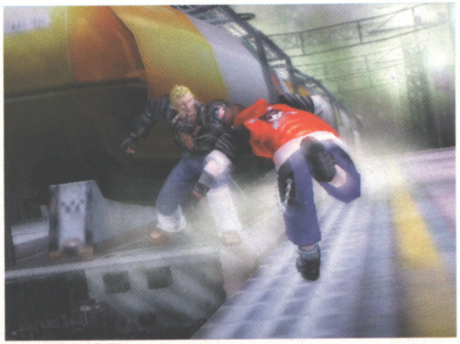
FANTAVISION Puzzler that really is original and a genuinely joyous experience. Pilot a red ring around the screen pointing a green line in the direction of any fireworks in view. Explosive fun!



STREET FIGHTER EX3 Awesome special effects for this significantly enhanced new instalment in the series we all know and love to distraction. Yes, yes, yes!!!!!



GUNGRIFFON BLAZE 3D action game putting you in command of an high-tec armoured suit. You patrol in squads, so think strategy



THE BOUNCER Didn't show at the Festival, but being tipped for great things. It features the Seamless Action Battle System

WE RECKON

PS2 has undoubtably got some very impressive games, though exactly which will be released in the UK isn't yet clear. Is the launch line-up good enough to blow away the current benchmark games on all other formats? The jury's out. We'll tell you next issue, when we review the launch games and give you the low-down on what Sony's new console will mean for games and gamers in the UK. We'll also be telling you what it'll cost you to buy an import and whether it's actually worth it (as well as announcing who won a free one in our PS2 compo). Whatever happens with PS2, it's a bloody exciting time for computer and videogames.

SQUARESOFT®

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Step into the world of SaGa Frontier 2 a rich & fantastic story of a family & their quest to capture a mysterious egg imbued with evil powers. You will encounter all manner of friend & foe on this journey of discovery, learning & perfecting magic

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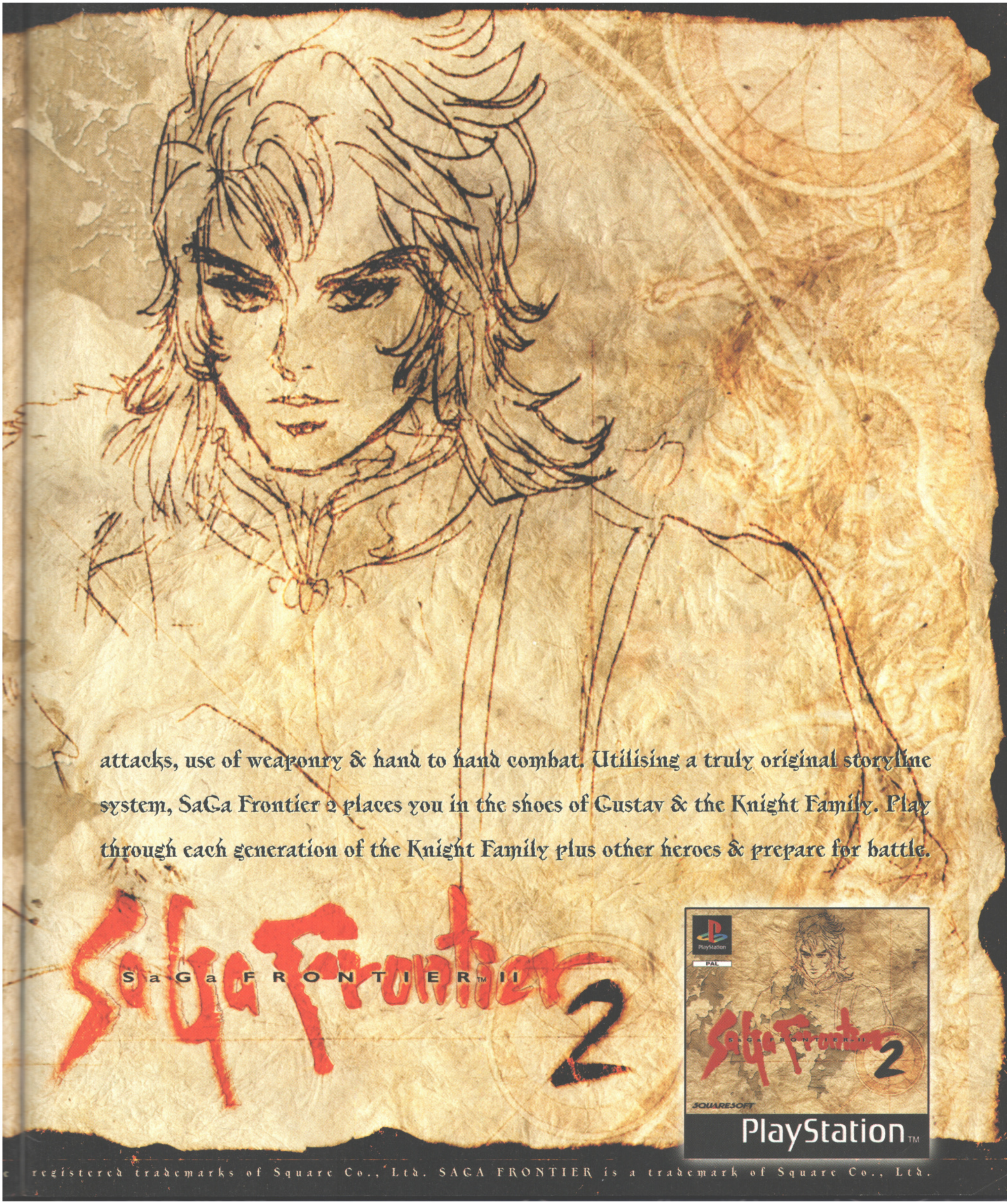
SaGa Frontier 2
SaGa FRONTIER™ II
PlayStation
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SaGa Frontier 2
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PlayStation™

attacks, use of weaponry & hand to hand combat. Utilising a truly original storyline system, SaGa Frontier 2 places you in the shoes of Gustav & the Knight Family. Play through each generation of the Knight Family plus other heroes & prepare for battle.

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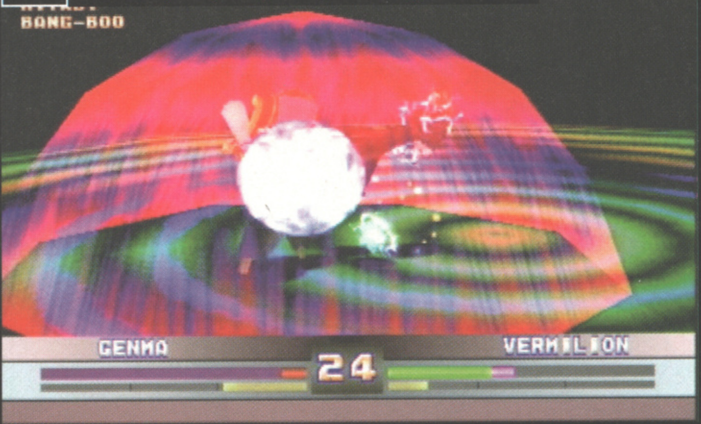
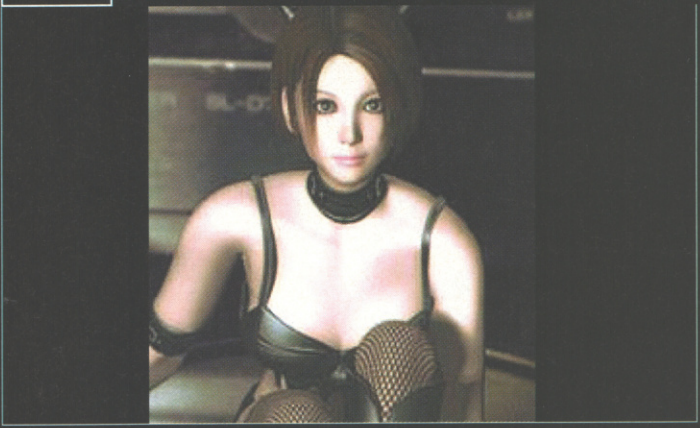
TOSHINDEN 4: The *Toshinden* series goes on. It may have lost ground to *Tekken* but it's fighting back with new characters, new moves and plenty of fresh new eye-candy to keep 3D thumper freaks happy. OUT: APRIL/MAY



PRIMAL IMAGE: At last, a game on the PS2 that may start to deliver the traits Sony told us the machine was capable of: immersion and emotion in a game where you actually care about the character. Mind you, if she looks like this, we'd care about her alright. OUT: TBC

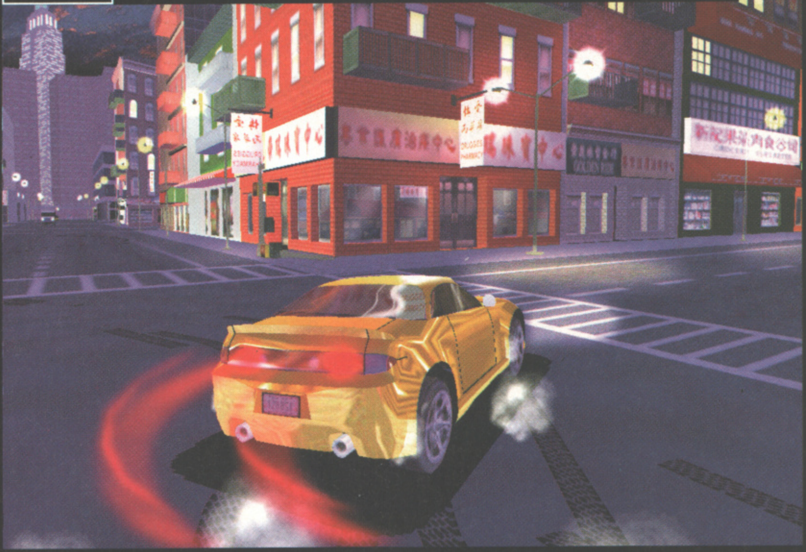


ACCESS ALL GAMES

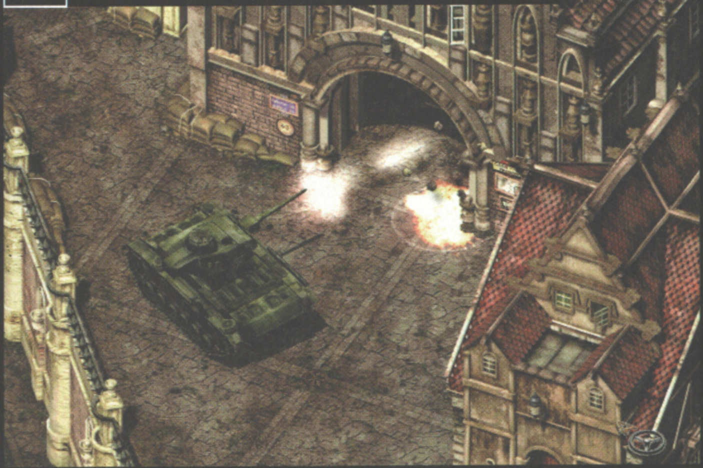
computer and video games

We search every month for stunning in-game shots from new games you'll play soon. You won't see better anywhere else

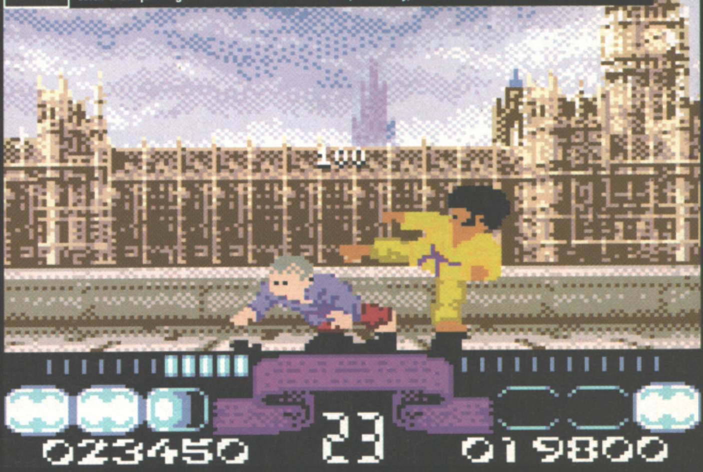
MIDNIGHT CLUB: Based on the illegal car racing club in Japan, where racers tune-up their cars and thrash through streets at night at up to 200mph (it's considered dishonourable to use your brakes). With loads of cities to race in, plus a multiplayer mode, this could give *GT2000* a scare. OUT: TBC



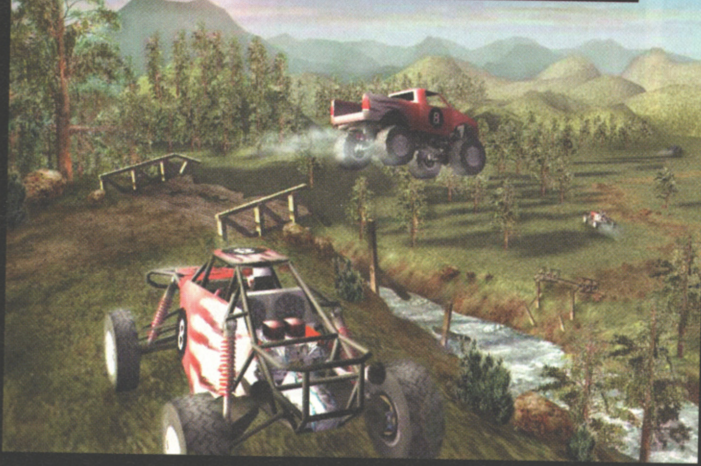
COMMANDOS 2: True real-time action-strategy trouser arouser. New commandos, round the world missions, new moves like shimmying along ledges Lara-style and even elephants. Excited? Not 'arf! OUT: Late 2000



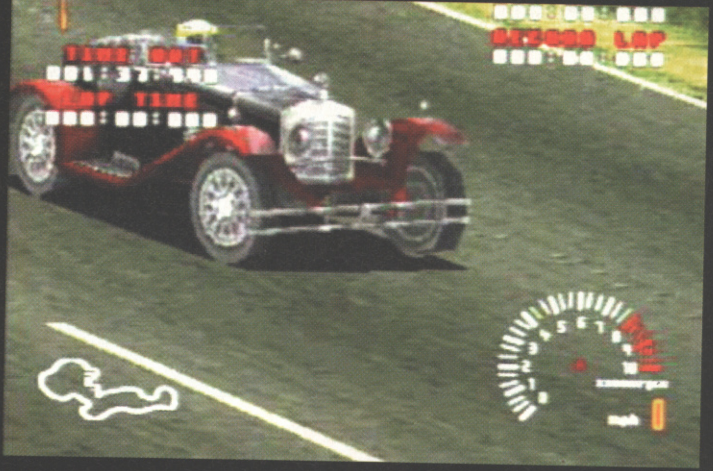
IK+: King of the 8-bit beat 'em ups finally makes it on to the Game Boy. Do combat with numerous warriors and take on skill tests to prove your worth as a fighter. It's great fun, with a surprising amount of moves. This will, officially, rock. OUT: APRIL



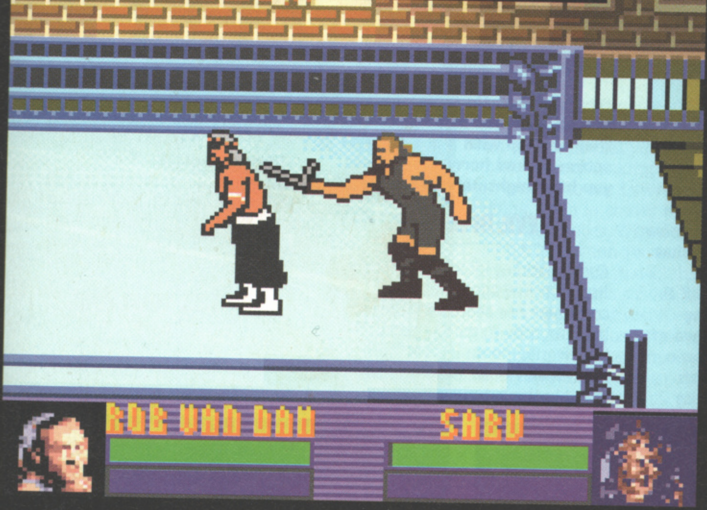
GETAWAY: Race to get contraband across the border, avoiding the attentions of local law enforcement. Use computer characters to help you distract the cops and your driving skill to get past the rest and avoid those rival drug gangs. OUT: TBC



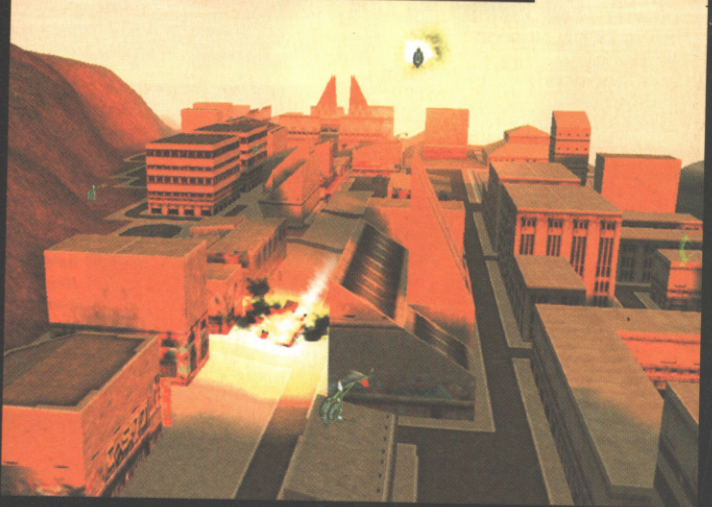
MILLIE MIGLIA: The one true classic race in Italy. You get to race across 1000 miles of Italian countryside in cars dating back to the 30s and 50s. Just think, vintage Ferraris. Plenty of hidden cars to unlock as well. This could be the racer even your Grandad could play. OUT: SUMMER



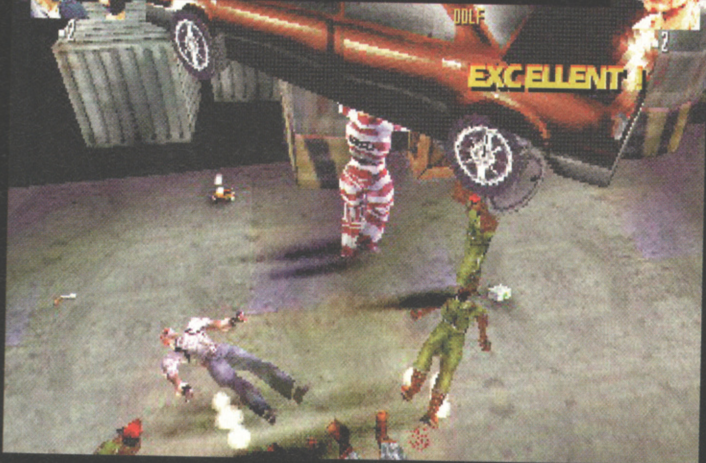
ECW HARDCORE REVOLUTION: Get the manic and violent bloody action of those psychotic ECW wrestlers on your GBC with this conversion. Loads of characters and painful-looking moves to try out. It's time for your GBC to go hardcore. OUT: MAY



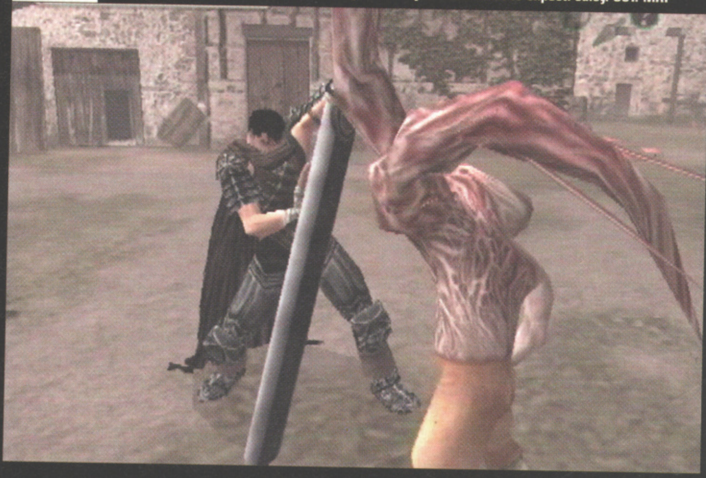
DOGS OF WAR: Next generation *Command & Conquer* using huge 3D maps and hundreds of units to combat state-of-the-art enemy AI. Amazing weapons and graphics make this one to watch. OUT: MAY

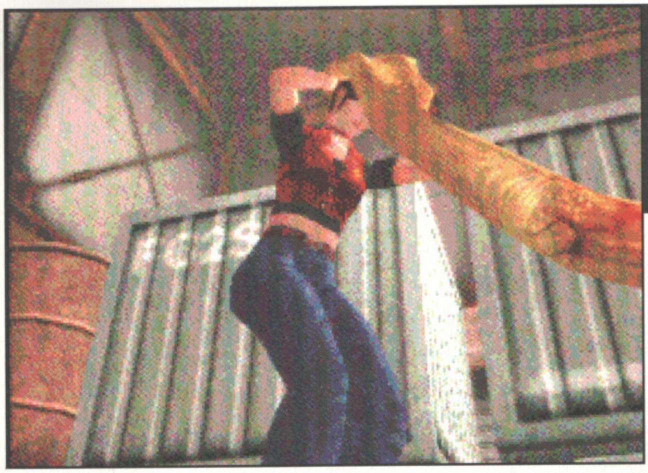


GEKIDO URBAN FIGHTERS: A roaming beat 'em up á la *Streets Of Rage* and *Final Fight*. A one-player battle or an awesome multiplayer thumping experience. Anything goes and if it's on the floor you can use it against your opponent. Insane action. OUT: MAY

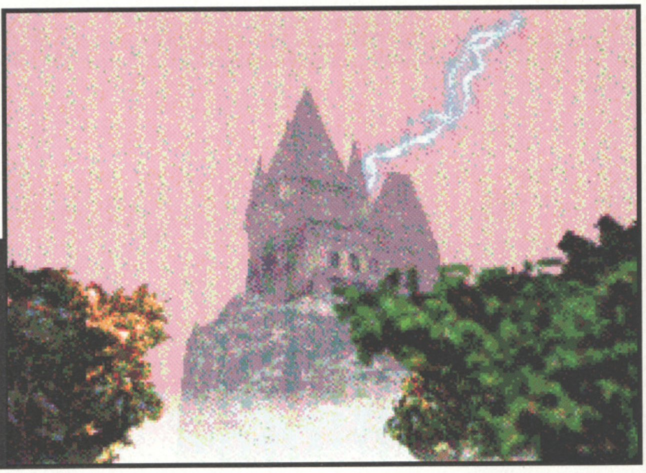


SWORD OF THE BEZERK: GUTS' RAGE: This third-person action adventure topped the Japanese charts at Christmas. Explore huge 3D landscapes, battle bizarre creatures and solve puzzles as you go. Combine *Soul Reaver* and *Soul Fighter* and you know what to expect. Juicy. OUT: MAY





Take two arms into the shower – not when there's a genetically mutated freak like this around you don't



This makes The House On Haunted Hill movie look like an episode of Playschool. This is as scary as hell. It's official

RESIDENT EVIL

FACTS

GAME: **BIOHAZARD CODE: VERONICA**
FORMAT: **DC**
OUT: **JUNE**
MULTIPLAYER: **NO**
TYPE: **SURVIVAL HORROR**
BY: **CAPCOM**
STATUS: **COMPLETE**

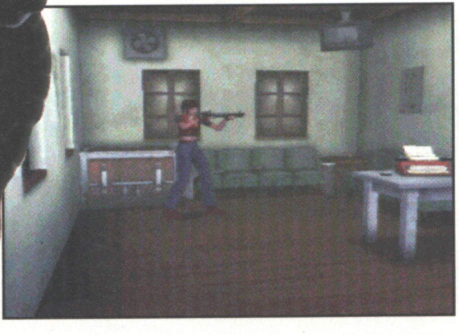
WE'VE OFTEN said that if George Romero, director of the Living Dead zombie movies, made a game it would be *Resident Evil*. But if John Woo took over from him, *Code Veronica* is the game that he'd make. *Resident Evil 3: Nemesis* may have been more of a side-step than a full-on sequel, with action taking priority over plot, but *Code Veronica* ties up all those loose ends and then lets rip with the kind of action-packed horror gameplay you have nightmares about.

EVIL IN EUROPE

Code Veronica kicks off where *Resident Evil 2* left off. Claire continues her search for her brother, only to get nabbed and imprisoned on an island. Then all hell breaks loose. Capcom has stuck to the formula that it knows works, choosing to use the extra power of the Dreamcast to tart up the graphics and make some Hollywood-quality CGI sequences. But one thing remains: turn the lights out and you're gonna be jumping out of your skin when *Code Veronica* unleashes its Pandora's Box of surprises on you.

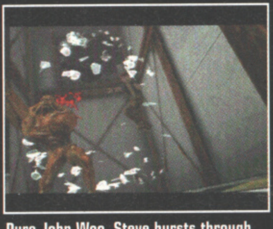
SELL YOUR SOUL

Capcom couldn't resist the temptation to show off a few new features in its festering

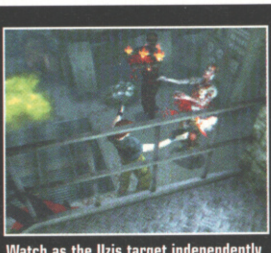


TOP MOMENTS

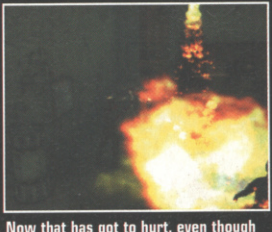
The graphics boys have been hard at work dragging some of the best visuals possible out of the Dreamcast – all that there was left to do was for the game's designers to put them to good use. And they have. Just take a look at some of our top moments so far.



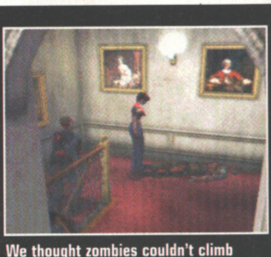
Pure John Woo. Steve bursts through the window to save Claire



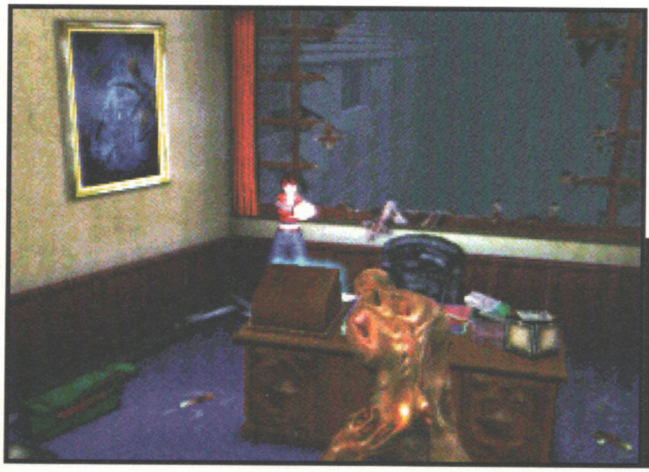
Watch as the Uzis target independently when you let rip on the zombies



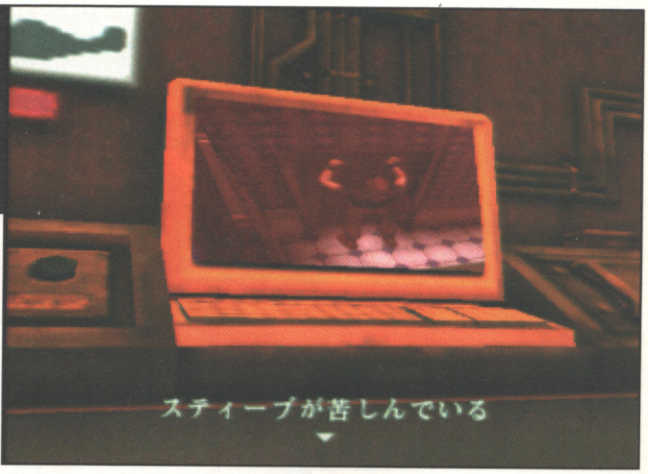
Now that has got to hurt, even though they're already dead



We thought zombies couldn't climb stairs. Someone's taught them. Arrgh!



Standing this far away from this guy won't help you avoid injury, his arms can reach across the whole room. Time to run

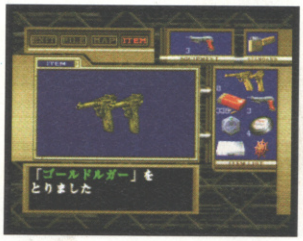


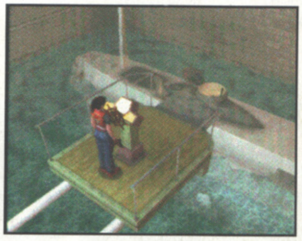
How long can he survive with the gas being pumped into the room? Solve the puzzle and you'll save his life

L RIDES AGAIN

THE DREAMCAST ISN'T DEAD, IT'S NOW OFFICIALLY UNDEAD

masterpiece. Plug in a VMU and your health status is displayed on-screen so that you don't have to keep flicking to your inventory to see how you're doing. Then in comes the John Woo influences. Why carry a single gun when you can have machine pistols in each hand, letting rip with a stream of hot lead to tear those zombies to shreds. As soon as you find them, a rush of power goes through you and you want to find a room full of the undead to play with. We particularly love the way that, when there's a boss behind a door, you get a slightly slowed down loading sequence with a heartbeat pulsing away in the background – very tense and atmospheric. And, as if that wasn't enough, some of those cut-scenes are pure Woo genius – people flying through windows, slow-motion gunfights and plenty (and we mean plenty) of blood. Oh, and did we mention the first-person mode?



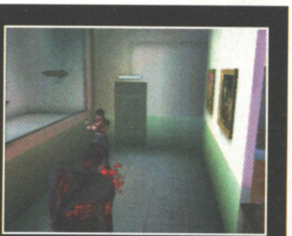


SIZE IS EVERYTHING

A game spread over two CDs is big. A game spread over two Dreamcast GDs is absolutely huge. *Code Veronica* is not so much a straightforward game, as a nightmarish gaming experience. Even when you're at full health, with plenty of ammo and maps of the locations, it keeps you on edge as you never know just what is waiting for you through the next door or around the corner. With plenty of classic jumpy moments (creatures crashing through windows, coming from the ceilings and plenty of scary music and effects to keep your old ticker going) and full-on action sequences, *Code Veronica* is the complete survival horror experience. Oh, and of course, it wouldn't be a *Resident Evil* game if there weren't two characters you had to control at different points, just to make the plot that little bit more complex.

➡

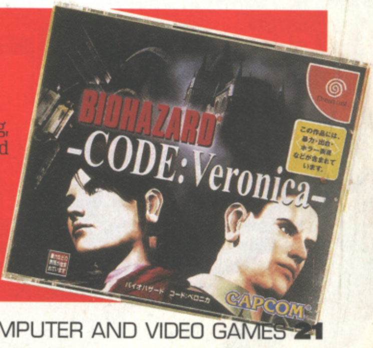
A through-the-window view usually means something is about to appear…



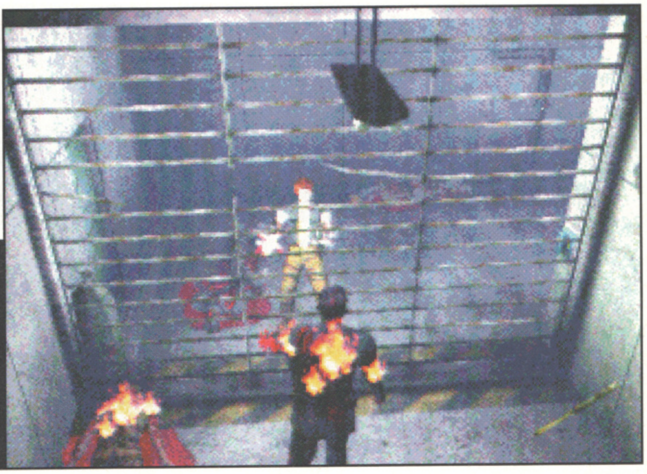
Plenty of blood. Just the way we like it. Bet BBFC's not happy

PACK IT IN

The Japanese version of the mighty *Biohazard Code: Veronica* comes complete with this flashy red box surrounding the normal plastic case. Despite signing the hottest Dreamcast game in Japan, UK publisher Eidos won't be releasing it here in this form of packaging, relying instead on the old boring placcy case to make it stand out on the shelf. But at least you know what you're missing out on now, guys.


BIOHAZARD
-CODE:Veronica-
この作品には、暴力・出血・ホラー表現などが含まれています。
バイオハザード コード:ベロニカ
CAPCOM

Cher's latest dose of plastic surgery seemed to have gone wrong – although we still think she looks better

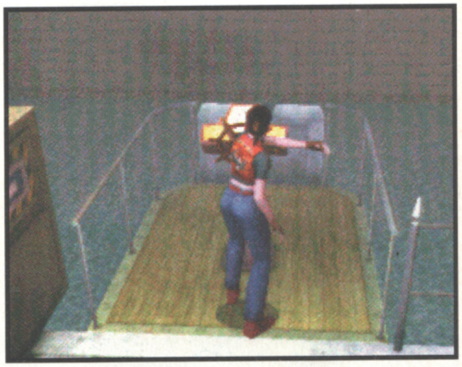


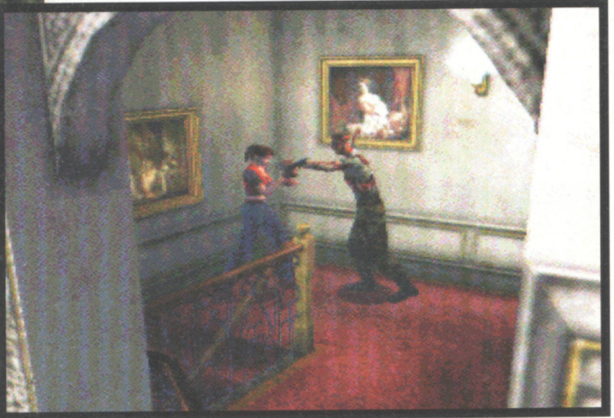
You've got two Uzis and the zombies can't get at you through the bars – well what would you do, run or let them have it?

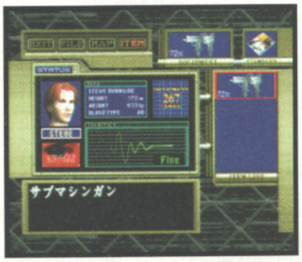
TOUCHED UP

Instead of just flicking from screen to screen, *Code Veronica* uses the *Dino Crisis* camera system so that cinematic swoops can be used to show off the real-time, (rather than pre-rendered) locations. Other great additions include blowing up barrels to wipe out hordes of zombies, improvements to the map so you can tell where you've been and what's in a room – there isn't an element of the game that hasn't been tweaked to get something new out of it, making this a true sequel and the biggest 'must-have' game for the Dreamcast. The gameplay isn't revolutionary, but that just shows how far ahead of its time the *Resident Evil* series was when it was first released. This is the style of gameplay people want – tense, action-packed, scary and atmospheric (and not a platform or racing car in sight). And this is definitely the kind of game that the Dreamcast needs if it's to survive the PlayStation2 blitz later this year. Thank god Eidos saw sense and snapped it up for a UK release this summer.

LES ELLIS







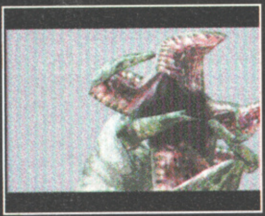
Who needs health when I've got these

We Reckon

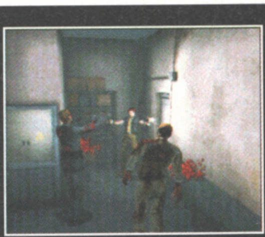
Think Capcom was running out ideas for *Res Evil*? A must-have chart-topper for the DC.

CANNON FODDER

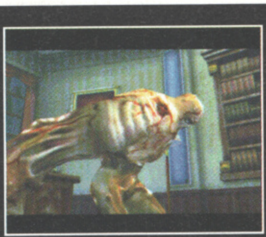
You're going to get a few shocks in *Code Veronica* and even when you think you're safe, these guys can show you a few new tricks. You're going to have to face much more than just your bog standard form of zombie here, so get your trigger finger (or your running shoes) ready.



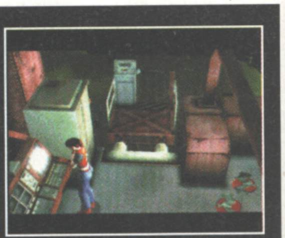
This sand worm lies buried beneath the Earth in the military base. Run!



There's nothing standard about the zombies; they'll chase you everywhere



Watch out for this guy. He can hit you from afar with his stretchy arms



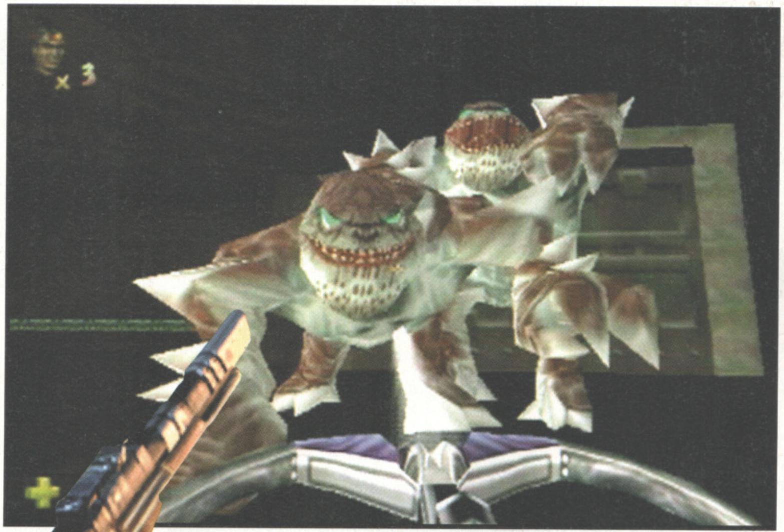
Bats. Look harmless but if they get airborne targetting them can be a pain

FACTS

GAME: **TUROK 3**
FORMAT: **N64**
OUT: **SEPTEMBER**
MULTIPLAYER: **1-4**
TYPE: **FIRST-PERSON SHOOTER**
BY: **ACCLAIM**
STATUS: **75% COMPLETE**

ROK ON

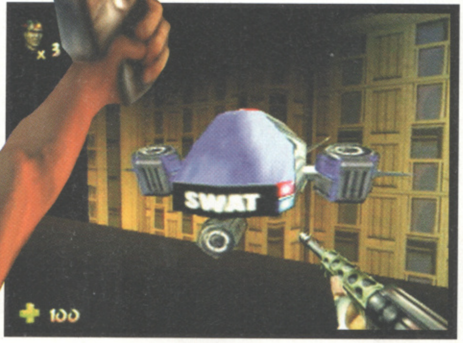
THE FIRESEED FAMILY RETURN TO KICK DINO ASS

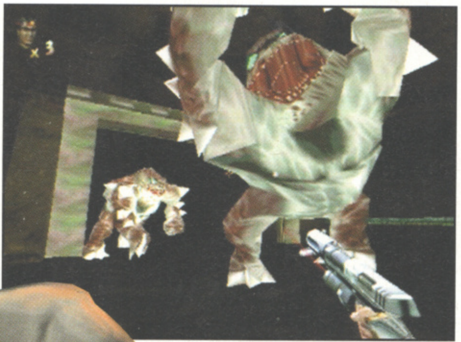


IN SPITE of the fog and a hefty price tag, the first *Turok* game went down a storm on N64. The sequel improved greatly on the flaws of the first but was let down by a lack of save points. *Rage Wars* was a satisfying leap on to the multiplayer bandwagon but fell short of first-person shooter perfection. Will it be fourth time lucky for *Turok*?

WHERE'S TUROK?

The latest instalment introduces two new Fireseed characters to the world of mechanoid-dinosaur hunting, Danielle and Joseph Fireseed. But despite the name *Turok 3*, you can't play as Turok himself in single-player. Hmph. That said, he does appear in multiplayer and the solo game will play slightly differently depending on which of the characters you select.





OBLIVION BECKONS

Every *Turok* game has had a fearsome ultimate baddie and *Turok 3*'s is no exception. The almighty Oblivion, an evil cosmic entity, has his beady eyes on the fabled Lost Land and it's up to you to stop him.

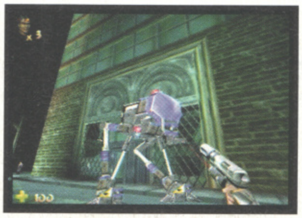
ROK-ING ALL OVER THE WORLD

Turok 3 will feature over 20 levels of first-person shooting joy, set over five different environments. You'll be crushing stone golems in the wild jungles of the Lost Land and blasting robotic denizens of hell in futuristic cityscapes. There will also be handy new autosave and save anywhere features, in an attempt to sort out the frustrations of *Turok 2*.

THE BEST TUROK YET?

All the best bits of past *Turok* games will be included and added to, especially the ace weapons. The story will be told through in-game scenes and cinematics, while a full orchestral score and loads of speech will add to the sense of drama.

LEE SKITTRELL



We Reckon

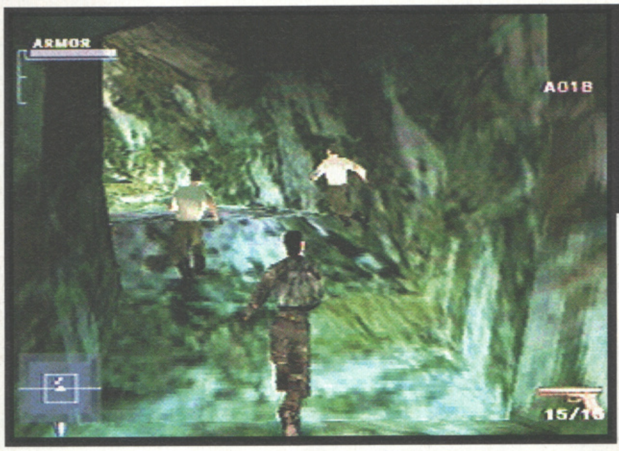
***Turok* has a large following and the promise of a new, improved adventure should get shooter fans very excited. And it looks like lessons have been learned from previous games.**

Snippets

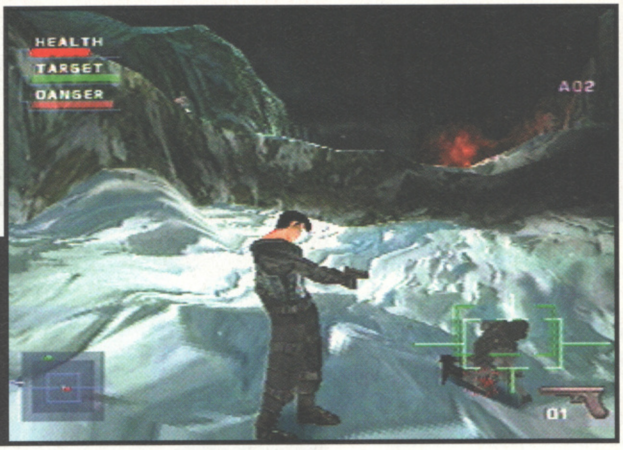
Tasty news nibbles

- Wanna get 'em all? Bring your Game Boy along to the Pokémon Zone at Merlin's FA Premier League 2000 nationwide Swop Shop Tour to fight and trade Pokémon – and complete your Pokémon sticker and card collections. You can even scrap with the team from our sister mag, Nintendo Official Magazine. The dates are April 1, 2, 8, 9, 17-20, 25-28 and are respectively at: Kings Hall, Balmoral, Belfast; Main Hall, RDS, Ballsbridge, Dublin; Flemming Park Leisure Centre, Passfield Avenue, Eastleigh, Hants; Whitchurch Sports Centre, Bamfield, Whitchurch, Bristol; Crystal Palace National Sports Centre, Upper Norwood, London; Lee Valley Leisure Centre, Picketts Lock Lane, Edmonton, London; Waltheof Leisure Centre, Beaumont Close, Sheffield; Leys Leisure Centre, Beaumont Way, Beaumont Leys, Leicester; Lightfoot Centre, Wharrier Street, Walker, Newcastle Upon Tyne; St George's Hall, William Brown Street, Liverpool; The Forum Centre, Poundswick Lane, Wythenshawe, Manchester; Holte Suite, Aston Villa Football Club, Villa Park, Birmingham.
- **PC god sim *Black & White*, from Lionhead, has been licensed to appear on PS and DC with all the PC game's functionality, but not the graphics. That means DC owners will get to scrap with their creatures online. Predicted releases are late 2000.**

- Sega has unveiled plans for the Dreameye, an internet digital video camera for Dreamcast. It delivers low-cost, high performance transmission of video images over the Net. No price or release date yet.



The two guys in white are on your side, so it wouldn't be a good idea to shoot them. You can if you want to, though...



The target system from the first game worked a treat and makes a welcome return in the sequel

FILTER OUT THE WIMPS

GABE GETS HARDER

FACTS

GAME: **SYPHON FILTER 2**
FORMAT: **PS**
OUT: **EARLY APRIL**
MULTIPLAYER: **1-2**
TYPE: **ACTION ADVENTURE**
BY: **989 STUDIOS**
STATUS: **90% COMPLETE**

GABRIEL LOGAN, Lian Xing and Co return for more double-crossing espionage action. The first *Syphon Filter* surprised everyone when released by being a fun and involving take on the *Metal Gear Solid* theme. *Syphon Filter 2* continues in much the same way as the first game, as Logan uses brains as well as brawn to see the story out.

ARMOR
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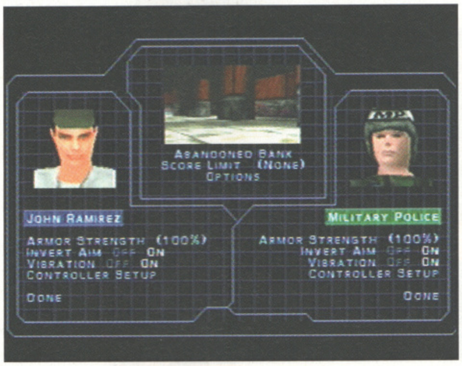
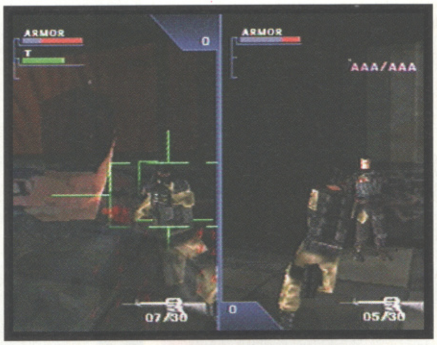


ABANDONED BANK
SCORE LIMIT (NONE)
OPTIONS

JOHN RAMIREZ
ARMOR STRENGTH (100%)
INVERT AIM OFF ON
VIBRATION OFF ON
CONTROLLER SETUP
DONE

MILITARY POLICE
ARMOR STRENGTH (100%)
INVERT AIM OFF ON
VIBRATION OFF ON
CONTROLLER SETUP
DONE



You can play as loads of characters in Deathmatch mode

AGAINST ALL ODDS

This mixture of stealthy thinking and all-out blasting fun has been ported, intact, from the first game. The very first level sees you thrust into the action when your plane is shot down over the icy Colorado mountains. Objectives are set for you to fulfil along with parameters for you to follow. The criteria for each level are constantly shifting and the sense of not knowing what's coming up next is a great way to get you hooked into the story.

SATISFACTION GUARANTEED

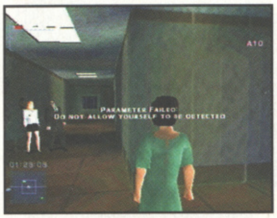
Like the first game, *Syphon Filter 2* is a tough nut to crack. This time, the difficulty has been cranked right up and you'll spend a long time struggling through specific sections of each level. The feeling of satisfaction after finally managing a tricky bit is immense, but you know that an even tougher challenge lies up ahead. Possibly not one for the videogame rookie.

PROTECT YOUR TEAM

Even if you didn't play the first game, you'll get into the sequel right away. The atmosphere of the game has been improved from the first outing. Right from the start, you'll feel connected to the characters you control and responsible for your team members. A lot of the early challenges involve protecting and defending your fellow officers and you'll feel pangs of guilt when you fail and watch them die horribly.

BIGGER THAN YOU

Syphon Filter 2 comes on two discs this time around and promises to be a hugely involving and massively challenging game. The enemies are cleverer and the

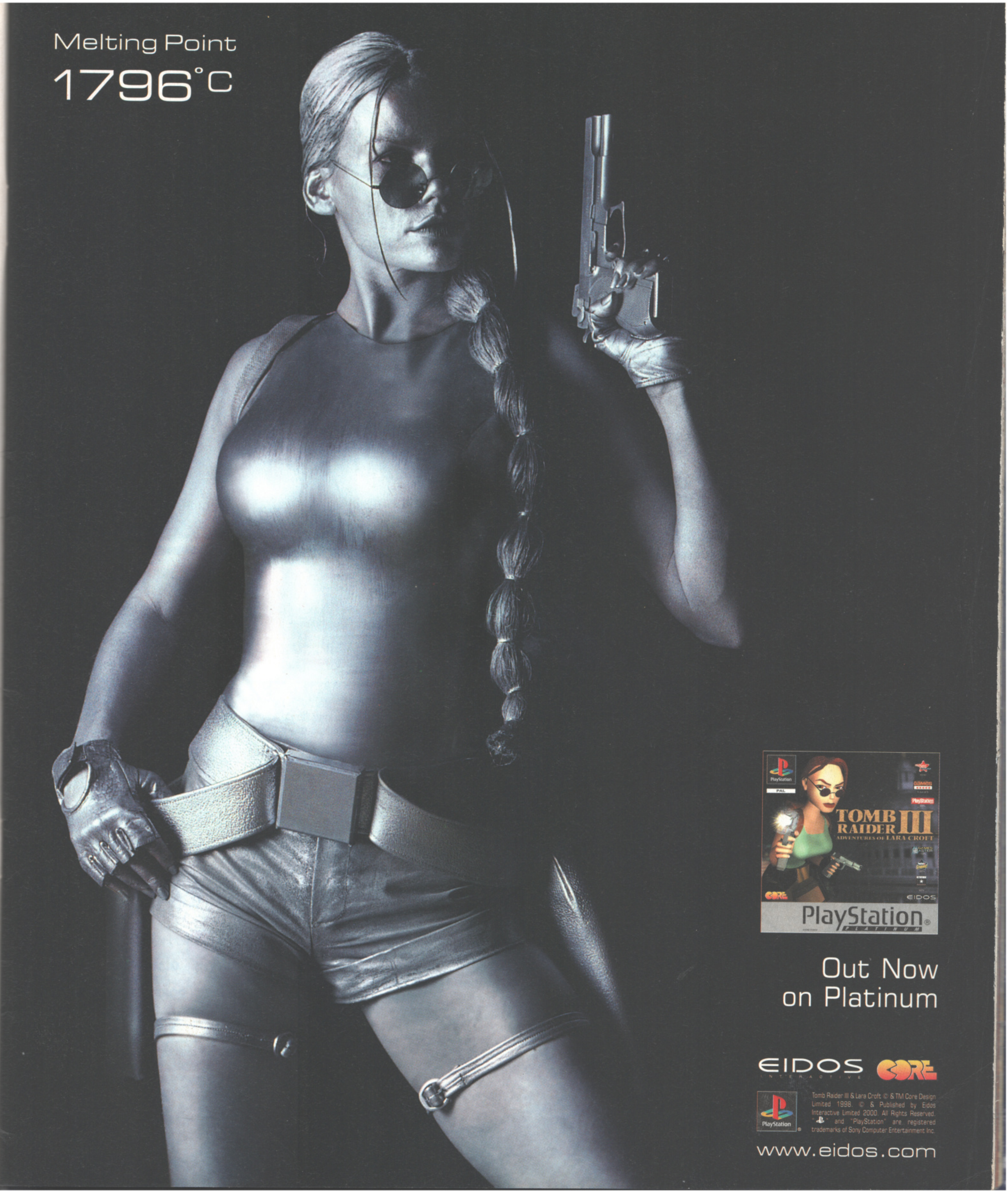


graphics much improved for Logan's second adventure. There's even a two-player Deathmatch mode to offer a slight change of pace from the main game,

LEE SKITTRELL

We Reckon

***Syphon Filter 2* promises to be an atmospheric thriller and could be the game we play until *MGS* on PS2.**


Melting Point
1796°C
TOMB RAIDER III
ADVENTURES OF LARA CROFT
PlayStation
PLATINUM
EIDOS
Out Now
on Platinum
EIDOS
INTERACTIVE
CORE
PlayStation

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www.eidos.com

CREATURES OF THE N

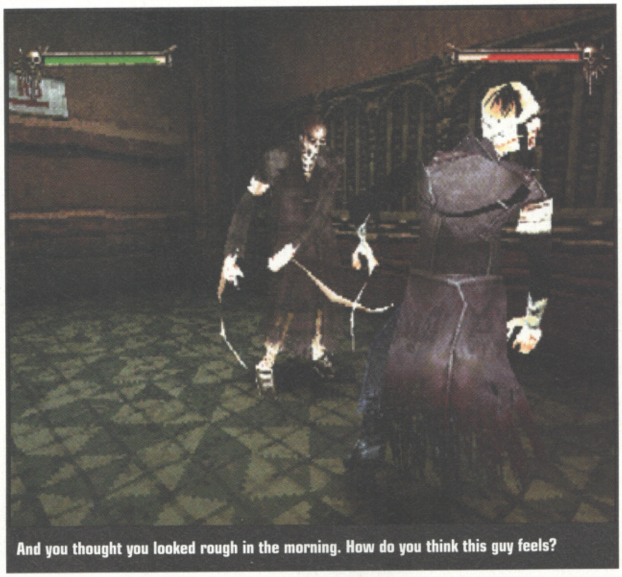
FACTS

GAME: **NIGHTMARE CREATURES 2**
FORMAT: **DC/PS**
OUT: **MAY**
MULTIPLAYER: **NO**
TYPE: **HORROR ACTION ADVENTURE**
BY: **KALISTO**
STATUS: **80% COMPLETE**

JUST WHEN you were ready for your next dose of decapitations, intestine spilling, blood letting and ruthless hacking off of limbs, along comes *Nightmare Creatures 2*. Wallace and Crowley are back to do battle, turning the streets red in London and Paris.

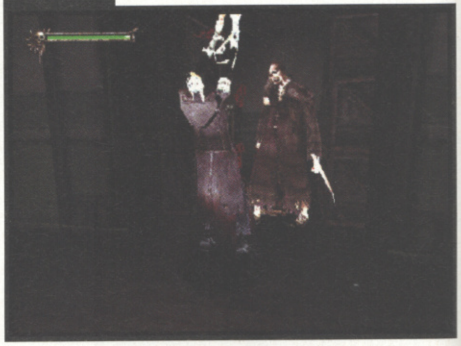
SIZE IS EVERYTHING

NC 2 is ten times bigger than the original. And when you're playing through nine different worlds from a mad hospital to a demonic cemetery, it feels like this is one nightmare that could last forever. As well as the size of the levels, the size of your

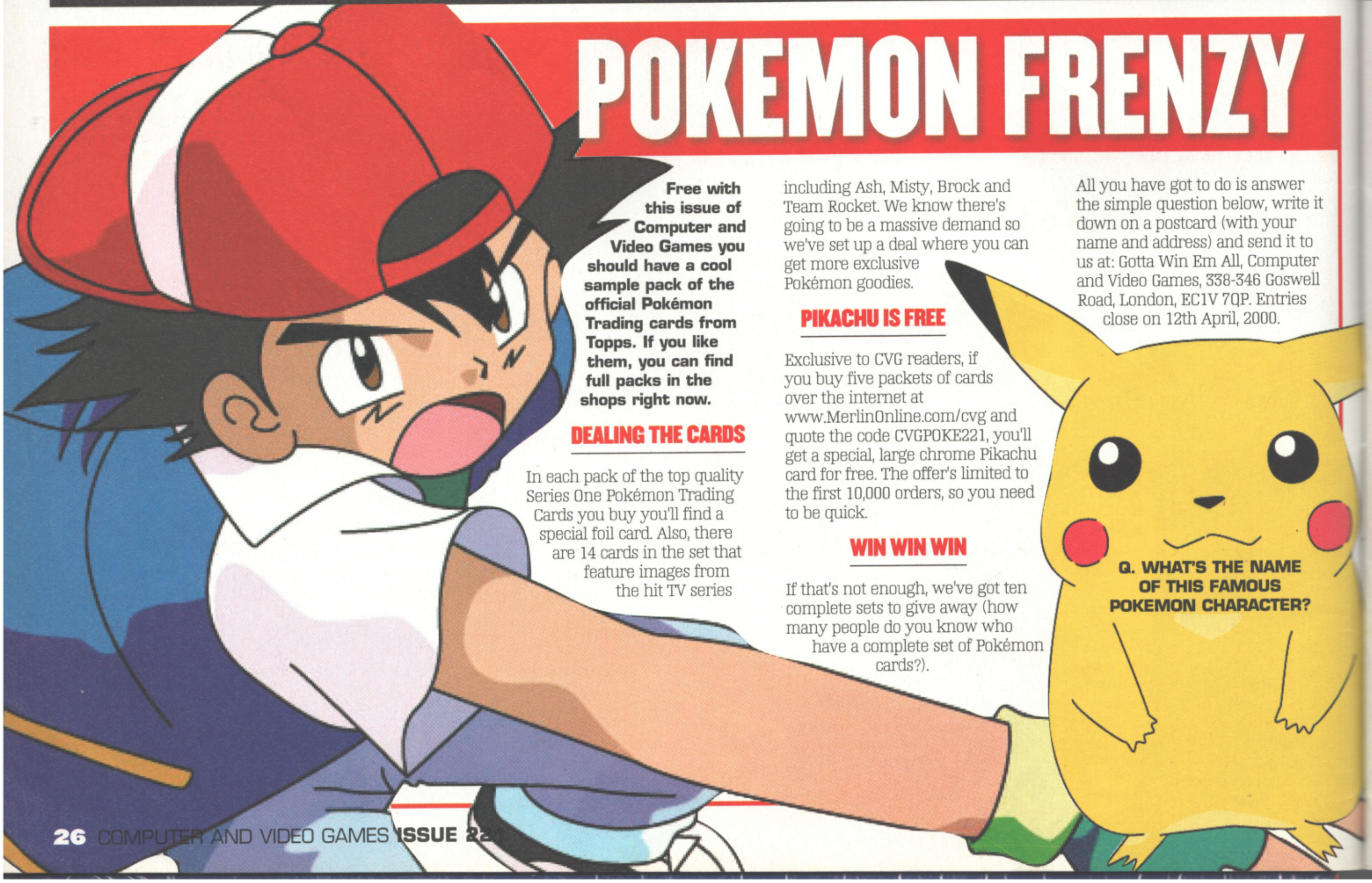

And you thought you looked rough in the morning. How do you think this guy feels?

The zombie version of the Swiss army knife is ready to ruck

Sod using a crucifix, nail him with a metal spike



POKEMON FRENZY



Free with this issue of Computer and Video Games you should have a cool sample pack of the official Pokémon Trading cards from Topps. If you like them, you can find full packs in the shops right now.

DEALING THE CARDS

In each pack of the top quality Series One Pokémon Trading Cards you buy you'll find a special foil card. Also, there are 14 cards in the set that feature images from the hit TV series including Ash, Misty, Brock and Team Rocket. We know there's going to be a massive demand so we've set up a deal where you can get more exclusive Pokémon goodies.

PIKACHU IS FREE

Exclusive to CVG readers, if you buy five packets of cards over the internet at www.MerlinOnline.com/cvg and quote the code CVGPOKE221, you'll get a special, large chrome Pikachu card for free. The offer's limited to the first 10,000 orders, so you need to be quick.

WIN WIN WIN

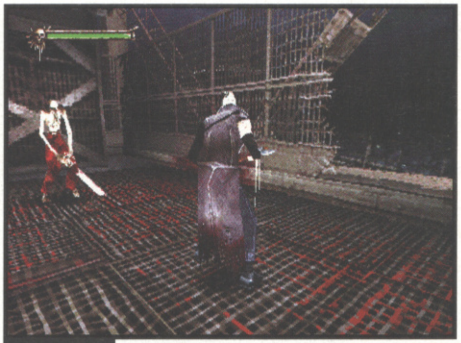
If that's not enough, we've got ten complete sets to give away (how many people do you know who have a complete set of Pokémon cards?).

All you have got to do is answer the simple question below, write it down on a postcard (with your name and address) and send it to us at: Gotta Win Em All, Computer and Video Games, 338-346 Goswell Road, London, EC1V 7QP. Entries close on 12th April, 2000.

Q. WHAT'S THE NAME OF THIS FAMOUS POKEMON CHARACTER?

ENIGHT

WHO NEEDS LARA WHEN WE CAN USE CHAINSAWS ON 'EM?



Beware of men swinging chainsaws – it hurts

Resident Evil had the Lickers, *NC2* has got its own version

fighting ability has also grown. More moves, plenty of weapons and spells to use and, of course, loads of new truly horrific creatures to try it all out on. And it's better, as well. The fighting has been improved so that it's less of a button-bashing frenzy and more skill is involved.

RIDDLE ME THIS

Kalisto has got rid of that annoying rage gauge from the original game, (you had to fight to keep it full, and when it emptied you died) and replaced it with some puzzles. Like *Resident Evil*, you'll need to find keys and objects to use in the right locations and with over 1,500 objects in the game (you get to pick them up, use them or just smash them), it's never going to be easy.

ZOMBIE MANIA

The blood sprays like a geyser when the action starts, especially when you unleash the heavy hitters, like axes, from your arsenal of weapons. With the music provided by crusty metalhead Rob Zombie, you can bet the soundtrack will be almost as scary as the action. Rather than the out-and-out beat 'em up that was the original game, *NC2* is a hellish experience with a tense atmosphere and plenty of cinematic influences to keep you on the edge of your seat. We'll have more next month.

LES ELLIS

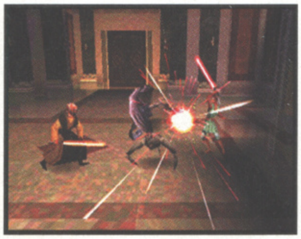
We Reckon

Blood, violence, horror and action? Yes please. Now, if only the gameplay is right...

STAR FOURS

STAR WARS GAMES BACK IN FORCE

JUST WHEN you thought it was safe to visit your local games shop and not be bombarded by all things Episode One, LucasArts is at it again. Four new Star Wars games are in the offing and that doesn't include unofficial mods and conversions.



Battle over who gets to play as Obi-Wan

1/3
LAP
1:05.17
TIME
4/12
POS
426

Racer: all the better for a DC conversion?

Obi-Wan: those bots are sooo Episode I

Force Commander: RTS, Star Wars style

POWER BATTLES

Star Wars: Episode I Jedi Power Battles promises fast and furious arcade-style action for your PlayStation, featuring a series of one- and two-player scraps. Given the name, there's no surprise that you get to play Force-wielding Jedi Knights with big light sabres. Choose from five Jedi characters, including Obi-Wan Kenobi, and battle through ten levels against droids, mercenaries and assassins from the Sith and Trade Federation. A points-based reward system and power-ups allow you to unlock new moves, improve your Force powers and enhance health. Slated for an April release.

RACER ON DC

Following the massive hype of the movie, *Episode One Racer* on PC and N64 hit the shops like a 600mph Podracer, but when the dust settled we were left with a modestly exciting racer. Now, more than a little belatedly, DC is getting in on the act too, with a spring release. Boasting better graphics and over 20 tracks with terrains like lava, and eight worlds – including a faithful recreation of the arse-clenchingly nasty Tatooine circuit – there's also 23 Podracer pilots to choose from if you really can't stand being the pixie-faced Anakin. Oh, and you can post your high scores on the Net.

EPISODE I: OBI-WAN

This is, basically, the third instalment in the big-selling and seriously addictive *Dark Forces* series, and there's been much speculation and little in the way of fact about this shooter. A smattering of *Obi-Wan* screenshots have been appearing on the Net for months showing the all-new engine playing in both first and third-person. There has even been suggestions that it'll play in both. All it's safe to say at this stage is that the locations look similar to some from the last movie and you'll need to learn Jedi skills as you go. Should be out about the time of the next movie, in a year or so. You'll know more when we do.

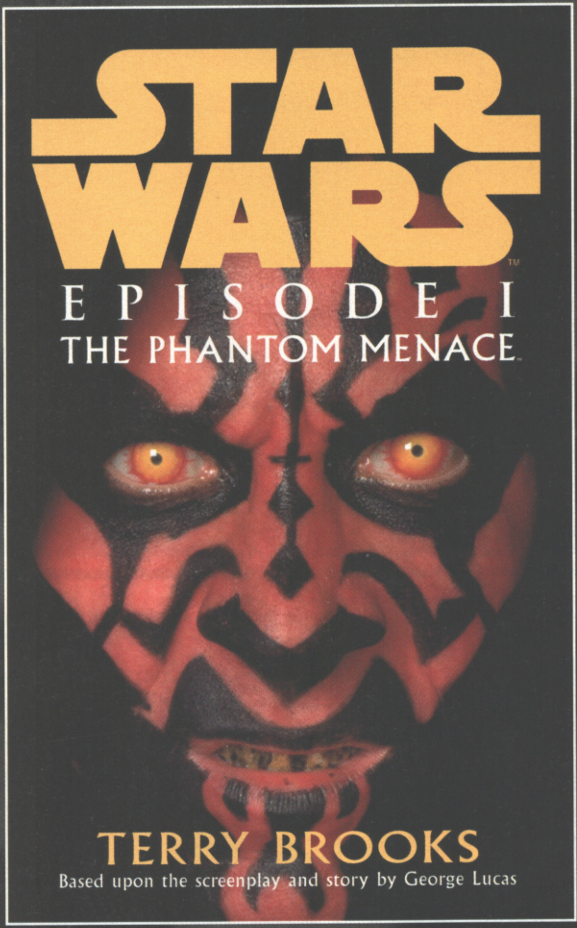
FORCE COMMANDER

If real-time strategy is your PC game of choice, then you'll be as excited as we are about the prospect of Star Wars' first foray into the genre. Command the Rebel Alliance or the forces of the Galactic Empire through a series of ground-based missions climaxing after the end of Return Of The Jedi. Mission objectives sound like pretty standard real-time strategy fare, but not when you can do it Star Wars-style. Over 100 individual Star Wars units are featured, including all-new tanks, missile-launchers and troop transports. Due out in March, there'll also be the obligatory multiplayer option.

We Reckon

LucasArts has already turned out some damned fine Star Wars games, but don't get carried away and let the use of the licence fool you into thinking every one of these titles will be awesome. We'll reserve judgement till we've played the games, starting with *FC* next issue.

OUT NOW IN PAPERBACK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EPISODE I
THE PHANTOM MENACE
TERRY BROOKS
Based upon the screenplay and story by George Lucas

THE WHOLE STORY THAT BECAME

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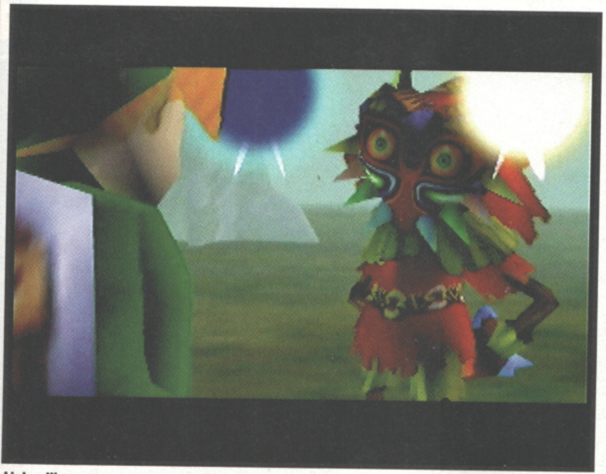
ZELDA UNMASKED

LINK'S LATEST LOOKS LOVELY



Link will meet even more crazy locals in his new adventure. This guy looks Inca inspired

FACTS

GAME: **ZELDA: MASK OF MUJULA**
FORMAT: **N64**
OUT: **CHRISTMAS 2000**
PLAYERS: **1**
TYPE: **RPG**
BY: **NINTENDO**
STATUS: **70% COMPLETE**

NINTENDO CERTAINLY knows how to keep players on the edge of our seats. First, our blood pressures soared dangerously high as we waited many months for *Ocarina Of Time*. When it finally arrived it didn't disappoint, but many of us thought that would be the last we saw of Link on N64. Happily, a sequel is now on the way. But guess what? We're gonna have to wait again. Grrr.

THE SKY IS FALLING

In this new *Zelda* adventure, Link gets sucked into a warped parallel universe. There are similarities to his own world but it's obvious all is not well. This world's moon is falling ever closer and the impending armageddon it threatens sends Link on another epic quest.

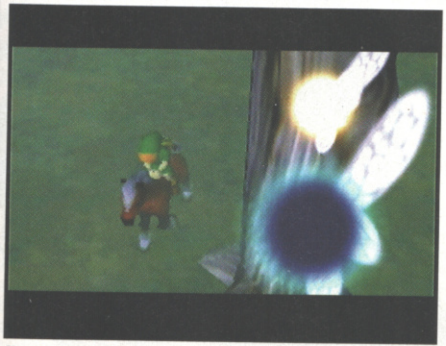
THINK THE LINK

The gameplay in *Zelda* titles makes them legendary and for *Mask Of Mujula* another twist is introduced. Link has to collect and wear many masks on his quest. Each mask transforms him into a different character. Slip on the Goron mask and Link can move heavy objects. Grab the Zora mask and you can adventure underwater like a true waterbaby.

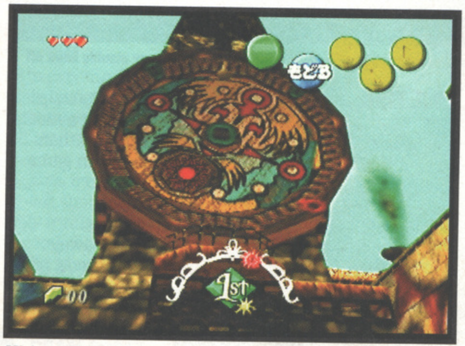
LEE SKITTRELL

We Reckon

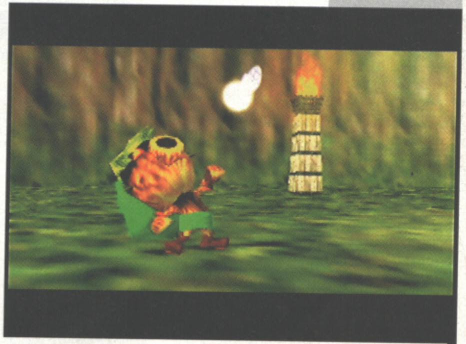
It looks like everything we loved about *Ocarina Of Time* will be carried over into *Mask Of Mujula* and improved upon – if that's possible. The mask system is a brave step in enhancing the *Zelda* gameplay even further. We hope it works.



Navi makes an appearance, as does her darker counterpart



Mini-games added loads to *Ocarina Of Time* and return in the sequel



Link turns into a Deku creature but still wears his trademark hood!

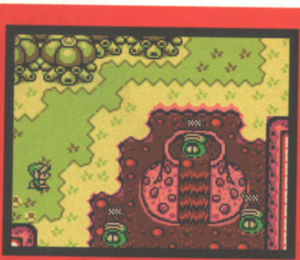
TRI-FORCE TROUBLE

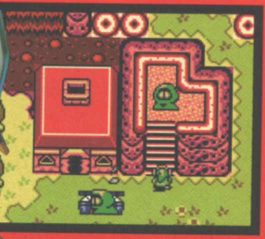
THREE NEW LINK-ED TITLES FOR GAME BOY

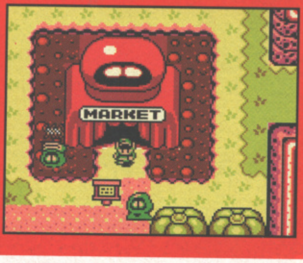
LIKE London buses – we wait years for a new Game Boy *Zelda* game and then three come along at once. First up is *Fruit Of The Mysterious Tree*, followed by two more titles at a later date. Princess Zelda has been kidnapped, the Triforce has been smashed and scattered and the seasons are all screwed up. It's your job to restore order. Pretty standard *Zelda* stuff so far, but what's really interesting is the way you can link the three games in the series together. Actions you take in the first game will have an influence on what happens in the others, so the potential for epic adventuring is huge.

FACTS

GAME: **ZELDA: FRUIT OF THE MYSTERIOUS TREE**
FORMAT: **GBC**
OUT: **CHRISTMAS 2000**
PLAYERS: **1**
TYPE: **RPG**
BY: **NINTENDO**
STATUS: **75% COMPLETE**







We Reckon

***Zelda* games are legendary and a new adventure is always going to be very welcome. But with *three* new games forming one gigantic adventure, this is surely the very last word in portable adventuring.**

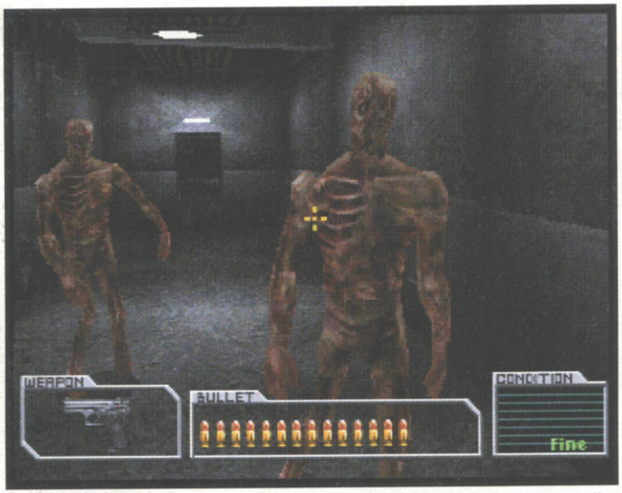
FACE TO FACE W

SO INTENSE YOU CAN SMELL THE ROTTING FLESH

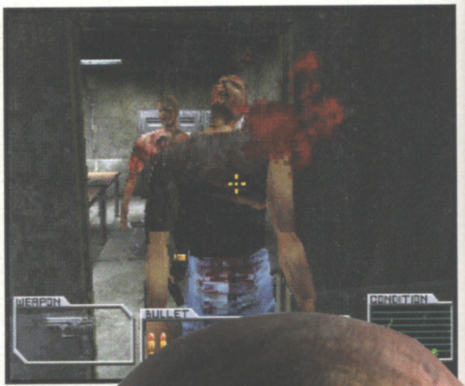
FACTS

GAME: **RESIDENT EVIL SURVIVOR**
FORMAT: **PS**
OUT: **END OF MARCH**
MULTIPLAYER: **NO**
TYPE: **ADVENTURE GUN GAME**
BY: **CAPCOM**
STATUS: **95% COMPLETE**

STALKING AROUND zombie-infested streets and buildings has captured the imaginations of players on PlayStation, PC, Dreamcast and N64, and will soon terrorise the Game Boy Color. If you're a PlayStation gamer, you'd better book a few psychotherapy sessions because a new and even more intense *Resident Evil* challenge is on the way...



Get away from me you sickening stinky freak, or I'll be forced to take your mouldy head off



MAX UP THE FEAR

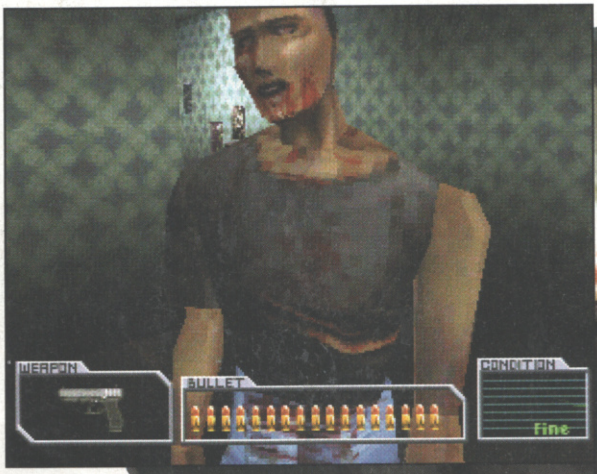
One criticism even ardent fans of the series would have to concede to is the game's perspective. Sure, it was scary as hell when the dogs leapt through the window at the start of the original *Res Evil*, but the third-person perspective meant you could see a lot more than you would in real life, slightly reducing the fear factor. Some horror movie camera angles solve this to a degree, but you could still see all around you.

NIGHTMARE COME TRUE

The dream *Resident Evil* game would surely be played out in the first-person, so you really wouldn't know what was behind you unless you turned around and looked... Well, dream no more. The latest PlayStation *Resident Evil* game does exactly that, mixing *House Of The Dead* and *Quake 3*, while still retaining trademark *Resident Evil* gameplay aspects. You can play it with a lightgun for maximum effect, but the free movement your character enjoys and the puzzles you solve en route make it a much more engaging experience than your average mindless gun game.

BLOOD PLOT

The story takes place far away from the zombie-filled streets of Racoon City, on a remote island. Umbrella's T-virus is to blame again for the hordes of rotting undead that stalk the streets looking for a fresh leg to chew on. Our hero, Ark



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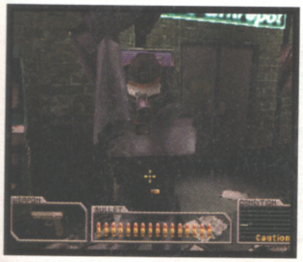
WEAPON
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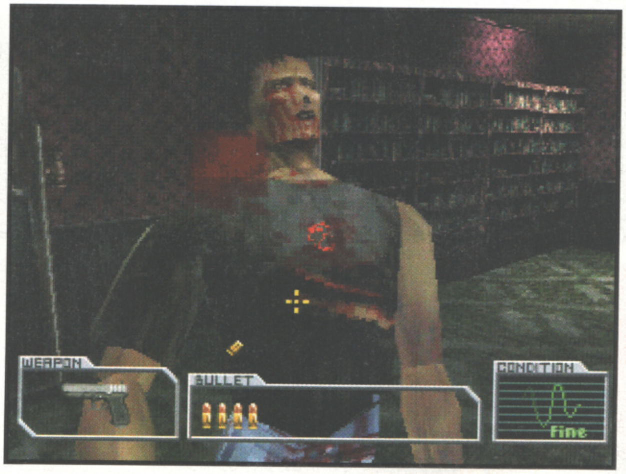
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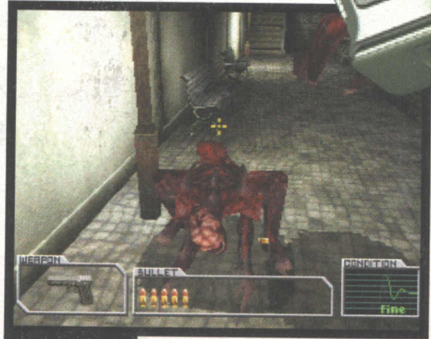

WEAPON
BULLET
CONDITION
Fine

Remember us? We still want to kill you with our long tongues

Thompson, drops from a helicopter into the action and has to battle his own amnesia, along with lots of living-dead types with their eyes hanging out on stalks.

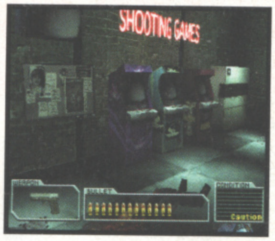
SAME OLD *RESI*

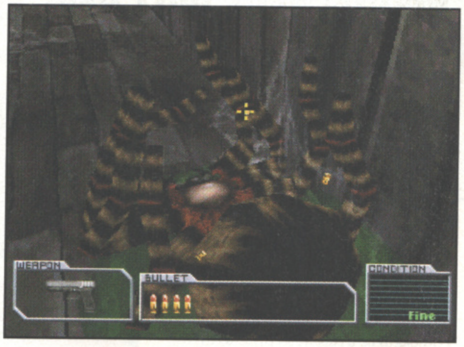
Don't think for one second that your favourite survival horror series has sold out, though. The viewpoint is a radical departure from the previous horrors you survived, but it's still unmistakably *Resident Evil*. The doors all open in that very distinctive *Res Evil* style and you pick up keys to adventure into passageways, and collect and combine herbs to stay alive. The cast of zombies look and sound familiar and the final boss from *Resident Evil 2* also makes a cameo appearance. Add in dogs, spiders, lickers and the like, and you're back in the *Evil* world you know and love.

SAME OLD FEAR

You can use a joypad to play the game too, so controller pacifists needn't miss out. It takes some getting used to the all-new control methods, but you'll soon be knee-deep in zombie guts, trying for a headshot with your last shotgun shell, while desperately trying to keep your underwear free from yellow and brown stains. Most importantly, it stays true to the feel of the much-loved series. Just when you thought it was safe etc, etc...

DEAN SCOTT


SHOOTING GAMES
WEAPON
BULLET
CONDITION
Caution


WEAPON
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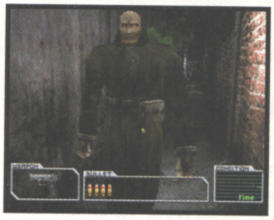
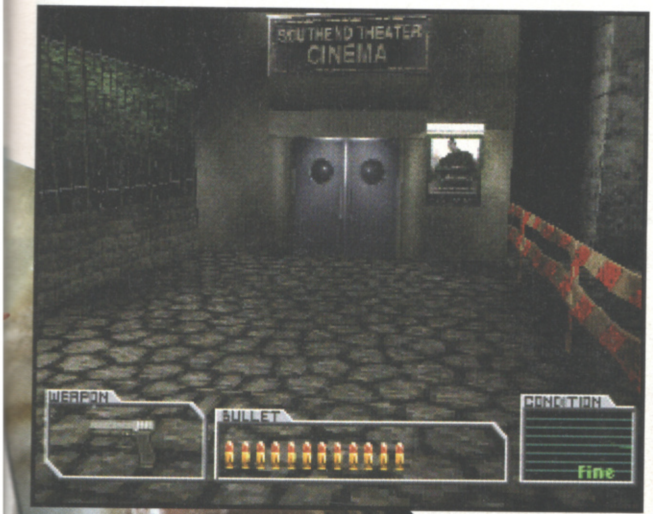
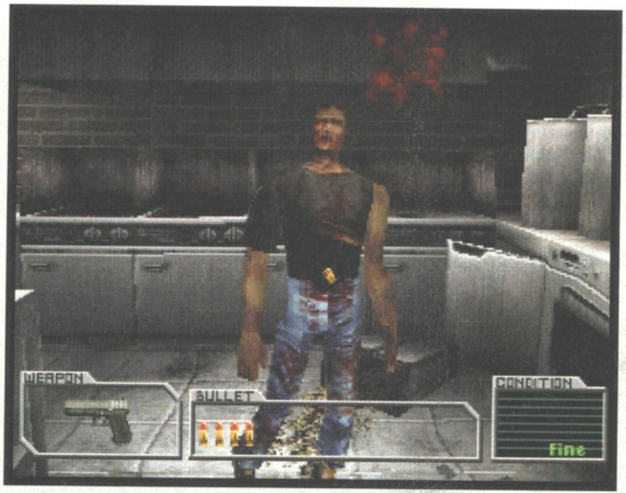
CONDITION
Fine


WEAPON
BULLET
CONDITION
Fine

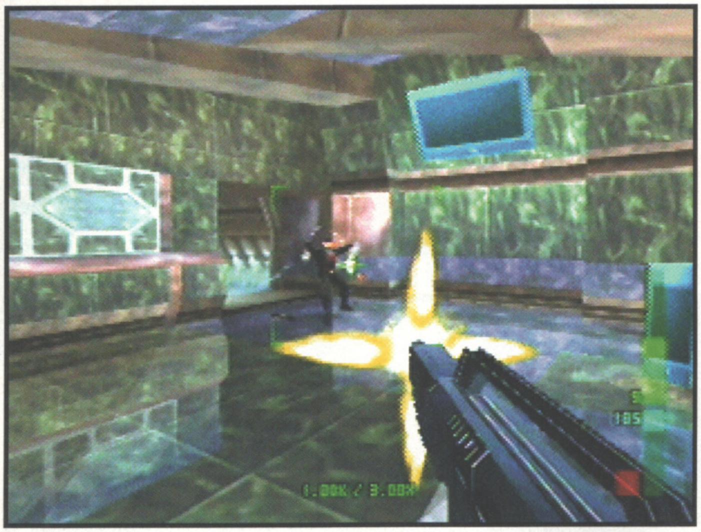

SOUTHEND THEATER
CINEMA
WEAPON
BULLET
CONDITION
Fine

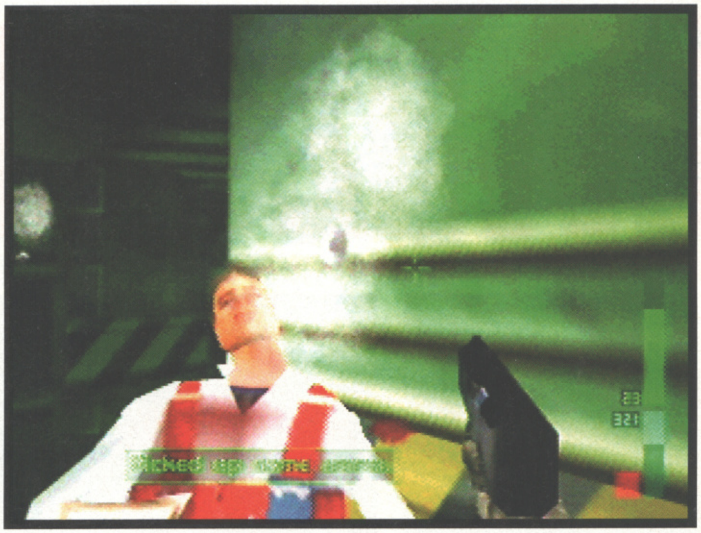

WEAPON
BULLET
CONDITION
Fine

What's more scary than a house full of zombies? The January sales. Women just go crazy

We Reckon

Res Evil **fans will snap it up on novelty value alone, and be really surprised at how cool it is. It's not a** ***Quake 3*** **beater, but then it was never meant to be. It's** ***Res Evil*** **in the first-person, so be afraid.**





NEARLY PERFECT

JOANNA DARK WILL SAVE YOUR N64

FACTS

GAME: **PERFECT DARK**
FORMAT: **N64**
OUT: **MAY**
MULTIPLAYER: **1-4**
TYPE: **FIRST-PERSON SHOOTER**
BY: **RARE**
STATUS: **90% COMPLETE**

YOU'VE WAITED your whole N64-owning life to play *Perfect Dark* and now you've *still* got to wait. While our American cousins (read: spawny Yanks) will be able to get stuck in from 10th April, UK gamers will have to wait until 19th May. That's probably at least a year after you were first expecting it. But if any game is worth the wait it's this one...

TEDIOUS PLOT REFERENCE

It's 2023 and you're a secret agent called Joanna Dark – codename Perfect. While this serves as a cheesy explanation for the game's title, what it doesn't tell us is where James Bond fits in. *Perfect Dark* being a follow-up to *GoldenEye* and all that... Let's get this clear from the start – *Perfect Dark* is not a sequel to *GoldenEye*. James Bond is not a selectable hidden character, it's all about Joanna. Mind you, that said, some similarities do exist.

LIKE BOND BUT NOT BOND

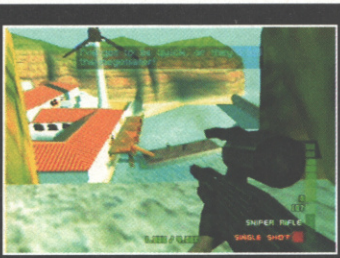
The control system is practically identical to *GoldenEye*: the missions involve completing a set number of tasks and you can play the single player game on three difficulty levels. There's a four-player Deathmatch mode as well and you can snipe. But whereas *GoldenEye* was a movie made into a fantastic video game, *Perfect Dark* draws inspiration from a library of classic action movies and games.

HOLLYWOOD TO SILICON VALLEY

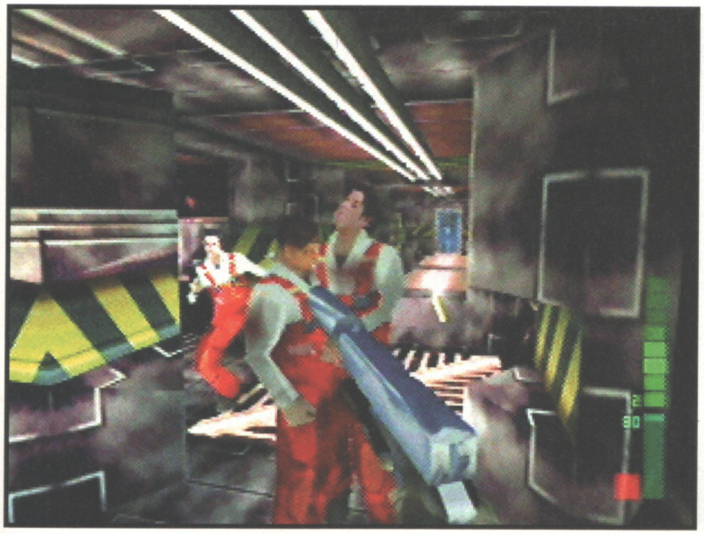
Think of the films Blade Runner, Predator, Die Hard, Demolition Man, Terminator 2, Air Force One, The X-Files and Face Off, and then the games *Half-Life*, *Metal Gear Solid*, *Unreal Tournament*, and *Quake 3 Arena*. Then imagine them all squashed into one fantastic 32Mb cartridge, and you'll realise why we nearly imploded with excitement when we saw it.

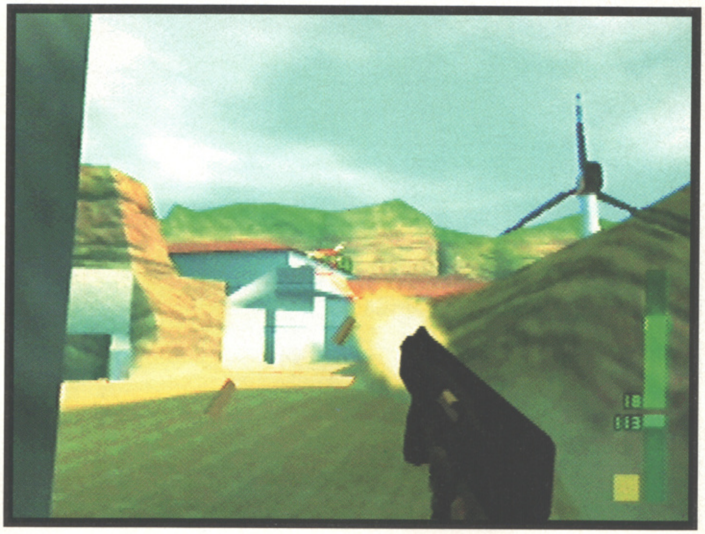
WESLEY SNIPES SO SHOULD YOU

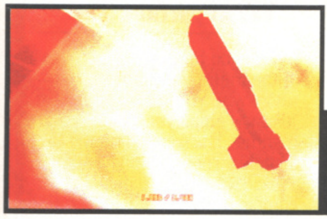
***GoldenEye* taught you to snipe and maybe you've honed your skills on *Unreal Tournament*. *Perfect Dark* is a head-shooting bonanza. Check out this sequence from the amazing Carrington Villa level where you snipe against the clock**



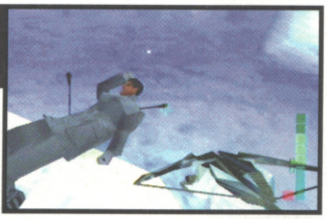
Two blokes on the jetty. Prepare to meet thy doom



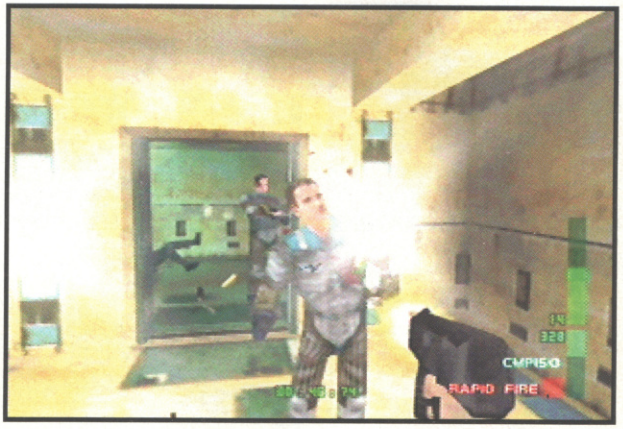


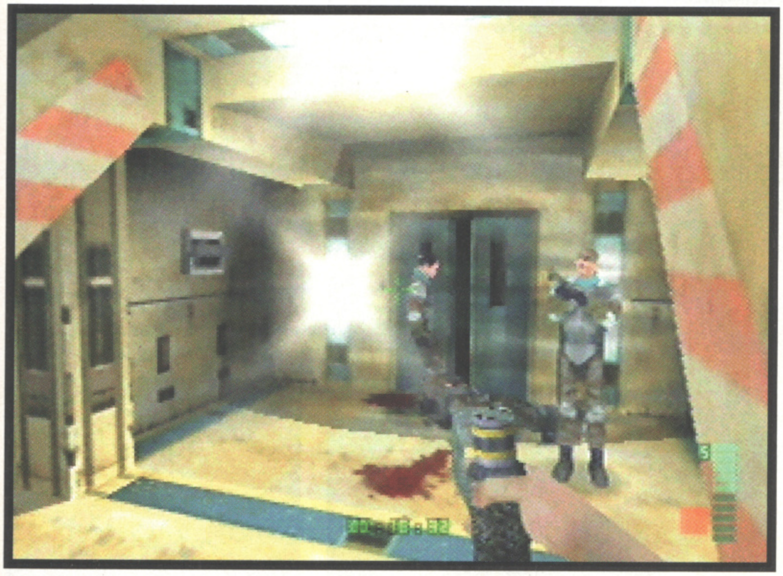


Joanna's luck runs out. Death by fire is not nice



Fire arrows into people for comic effect





BETTER THAN THE BEST

It's the wealth of new stuff that'll lock you in front of the screen for weeks. Switch off the lights to take advantage of your infra-red gear. Look forward to shooting 40 types of guns. *GoldenEye*'s weapon roster is in there, alongside experimental weapons, a lap-top computer with a hidden gun, a tranquiliser gun, alien weapons – the list goes on…

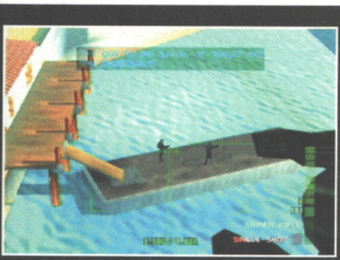
DID YOU SAY ALIENS?

Yep. You have to rescue an extraterrestrial from Area 51 in Roswell, New Mexico and he's got lots of interesting guns. Even better still, all the weapons have a tasty secondary fire mode. The rocket launcher's alternate fire is a fly-by-wire missile, which you steer in real-time like *Unreal Tournament*'s magical Redeemer.

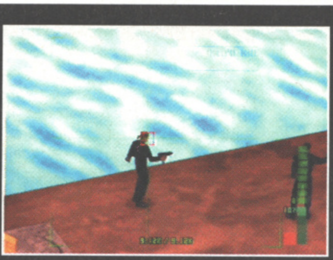
TELL ME ABOUT THE ALIENS

Perfect Dark's deliciously twisting plot takes in a presidential hostage situation on board Air Force One (the Pres's private plane, like in the movie of the same name). You'll zip off, X-Files-style, to Roswell to

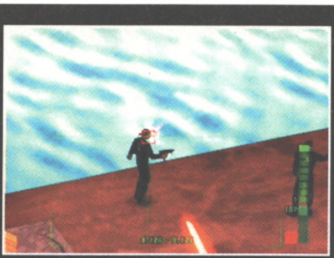
➡



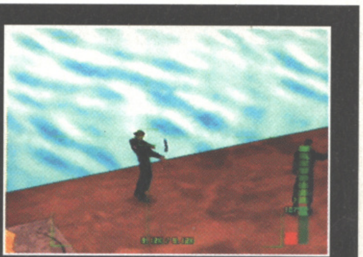
Take the left-hand dude out first. First, zoom in



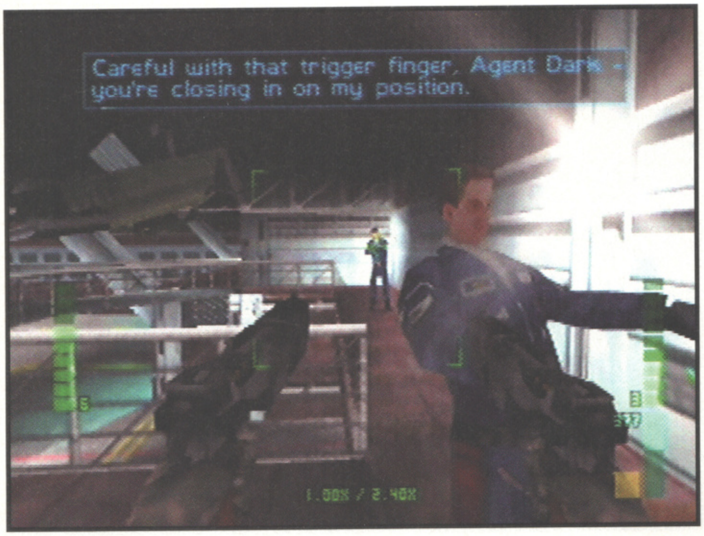
Settle the crosshair on his unsuspecting head

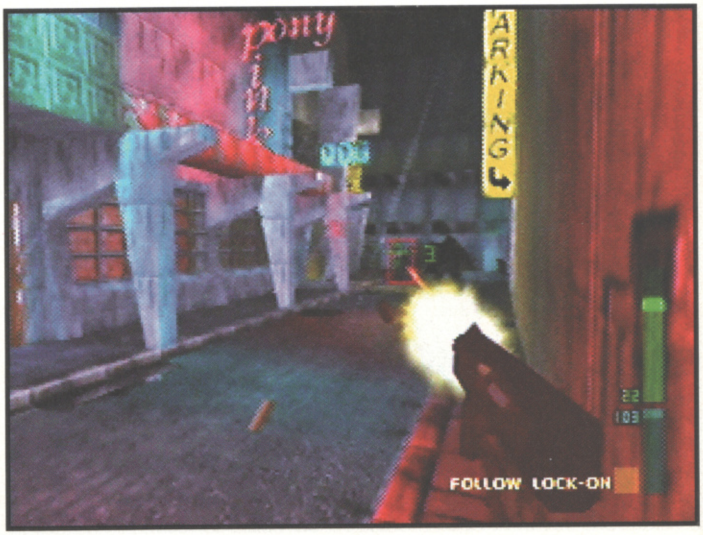


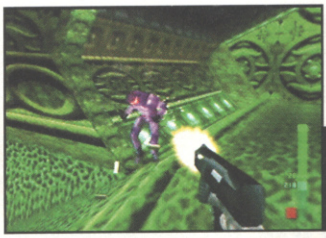
One quick round from your silenced rifle…



…and it's goodnight bad guy. On to the next bloke

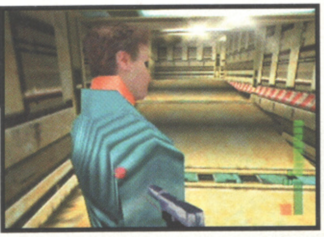

Careful with that trigger finger, Agent Dark - you're closing in on my position.
1.00X / 2.40X





This tasteful green decor just screams 'alien base'

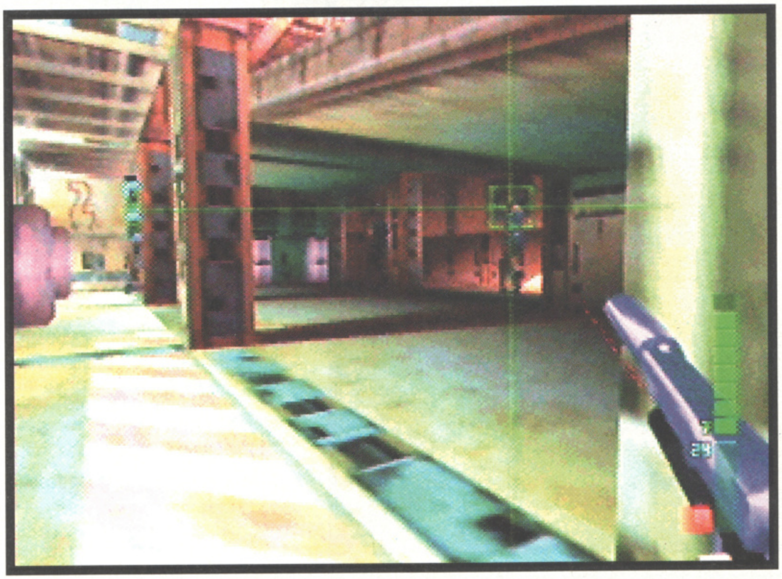
If you sneak up on someone, you can easily disarm them



spring Elvis the alien and then the pair of you blast your way out co-op-style. That's just two levels out of 17 and they all flow together seamlessly, with over an hour-and-a-half of cinematic cut-scenes. The music is fantastic, too.

MOVIE MAGIC

Some of the baddies can cloak themselves Predator-style, so you can only see them as a faint blur. A fantastic Die Hard-style sequence in an office block climaxes when an Apache gunship hovering outside starts shooting out the windows like in Terminator 2. You've then got to pick it off with rockets from inside the building and it's every bit as exciting as the similar sequence in *Metal Gear Solid*. We could go on all day reeling off references, but trust us, it all comes together in some of the most exciting videogame action you've ever experienced.



PAY ATTENTION, JOANNA

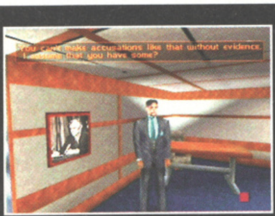
Before you hit the mean streets of the future you'll need to get savvy with your new equipment. Joanna's employer, The Carrington Institute, has some hi-tech training facilities. These include a Star Trek: TNG-style holodeck for combat training and a firing range. It's here you'll first experience the CamSpy – a tiny remote camera you can send off to check for bad guys. Other visual aids include the IR (infra-red) scanner to see in the dark and some awesome x-ray goggles that let you see through walls.

TIP OF THE ICEBERG

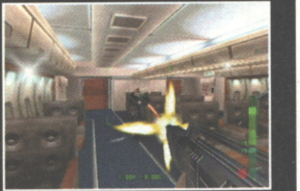
More cool stuff? Guards will attempt to punch and kick you if you get too close, blurring your vision if they land a blow. There's two to three-times as many secrets to unlock as in *GoldenEye*. Lots of famous people have had their faces

AIR FORCE ONE

The shoot-out on the president's plane is a cracker. *Perfect Dark* predicts a black president by 2023. On current popularity levels, it'll probably be Will Smith. You've got to tell him his advisor Trent is a bad 'un


You can't make accusations like that without evidence. I assume that you have some?

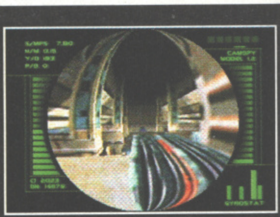
Mr President, Trent is dodgy. He tried to sell me a pirate copy of *Toy Story 2*



Don't go dying on me now, Mr President. Stick close, and we'll get out alive

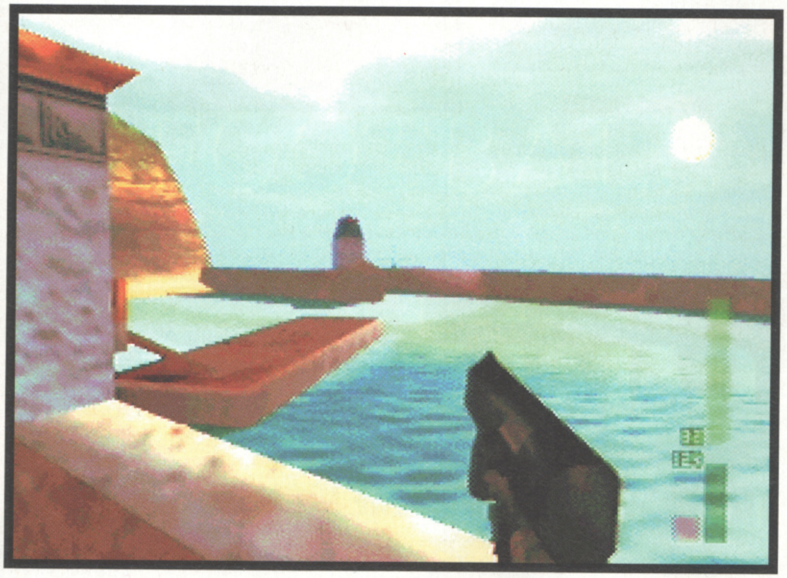
GADGET ZONE

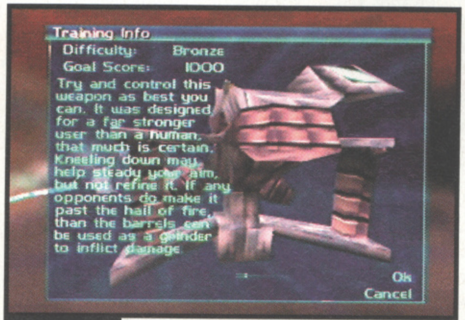
For when a conventional set of eyes simply just won't do, Joanna has a set of vision-enhancing toys to get the job of secret-agenting done. The spy camera is nothing short of genius



CamSpy is great for making sure occupied toliets don't contain armed guards

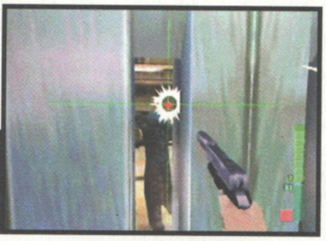
175
00:04
GOAL SCORE: 300
LIMIT: 00:20
010
BULLSEYE
RAPID FIRE





Training Info
Difficulty: Bronze
Goal Score: 1000
Try and control this weapon as best you can. It was designed for a far stronger user than a human, that much is certain. Kneeling down may help steady your aim, but not refine it. If any opponents do make it past the hail of fire, than the barrels can be used as a grinder to inflict damage.
Ok
Cancel

Practise with the high-tech alien weapons on the firing range first



Nailed through the glass. A classic *GoldenEye* send-off

scanned in to appear as characters within the game (including Mario creator Shigeru Miyamoto). You can add bots to your multiplayer games, except here they're called simulants. You can even alter their personality to make them suicidal, pacifistic or hell-bent on revenge – to name but three options. Capture the Briefcase and King of the Hill multiplayer options make this an even better multiplayer bet than *GoldenEye*.

MULTIPLAYER INNOVATION

But the multiplayer modes don't stop at a one to four-player deathmatch. You can also play through the main campaign in two-player co-operative mode, which is incredible fun. And if you fancy killing a mate instead of helping them out, you can play split-screen in opposition. Player two controls a succession of bad guys and attempts to halt the progress of player one. It's executed superbly.

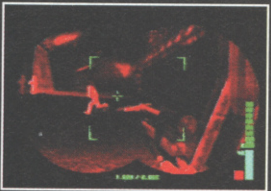
NEW BRAINS, PLEASE

Shooting baddies leaves blood splattered up the walls as well as bullet holes. If you fail to kill them, they'll limp around bleeding until you finish them off. Enemy artificial intelligence is enhanced considerably and baddies will no longer tolerate you capping one of their mates. Sometimes they hide and wait for you, sometimes they run for a better vantage point, and sometimes they just surrender.

DEAN SCOTT

We Reckon

***Perfect Dark* looks certain to outshine *GoldenEye* and take its place among the finest video games ever made. It's packed with new features and gameplay and the result is like living out every great action sequence Hollywood has ever produced. You've got two months to find something valuable to sell to buy it: family heirlooms, little sister, whatever.**

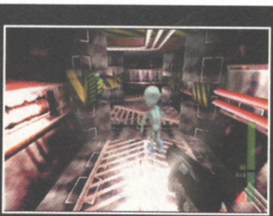


Infra red. Now you can pick off the baddies that cloak like the Predator

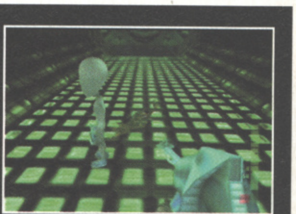
Handy x-ray goggles help you suss out the baddie quota in the next room

ALIENS, TOO

Humans are bad. They'd have vivisected poor Elvis the alien if you hadn't rescued him. Take a look at the little fella in action, and check the grossness of the alien base



OK little alien dude, let's get the hell out of here using bullets and skill



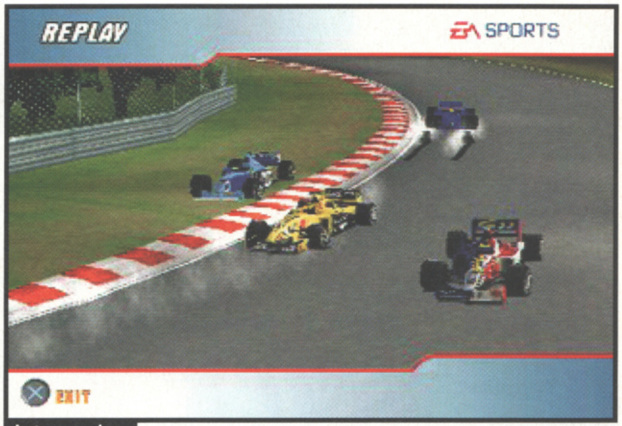
Big respect to Elvis. He's got a massive forehead, but wears fly blue trainers

REV IT UP

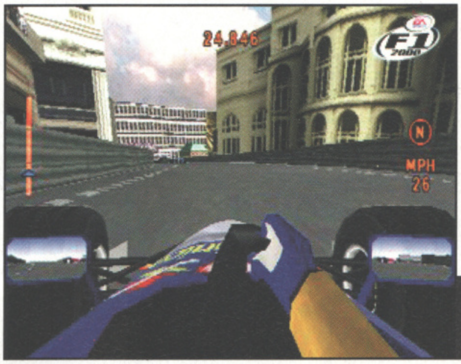
EA STEPS UP A GEAR

FACTS

GAME: **F1 2000**
FORMAT: **PS/PC**
OUT: **APRIL**
MULTIPLAYER: **1-2**
TYPE: **RACING**
BY: **EA**
STATUS: **90% COMPLETE**



Just managed a breathtaking manoeuvre? Hit replay to find out



Monaco. Forget the high-speed setup here. Look out for those hairpins

1:26.880
F1
2
MPH

NEWS OF another Formula One game is hardly groundbreaking, but EA's official take on the sport has new features that just might nudge ahead of Sony's latest effort into pole position.

UP TO DATE

EA's take isn't just a rehash of last season's stats. Nor is it waiting for the season to get underway so it can get all the info prior to launch. It has worked hand-in-hand with the FIA and the teams to get the stats, and it's releasing the game before the 2000 season starts. So what? Well, you'll get to see all the new team colours and drivers in action before you can watch it all for real on TV. Even more exciting is the fact that EA Sports has included the new American Grand Prix circuit, which you can race on before it debuts on TV – and once you've raced it you'll want to watch that Grand Prix cos you know how many crashes there will be.

VROOM VROOM

As you can see, the racing graphics are top-notch. But throw in an adjustable telemetry system that's easy to use – so you can alter your car for any circuit – and an instant replay feature that lets you see the last ten seconds of action at any point during the race, and you start to see why it's pulling ahead of the chasing pack. All this and a two-player mode as well. EA is really spoiling us. Don't wait for the start of the season when you can get all the thrills and spills of the 2000 season in next month's issue.

LES ELLIS

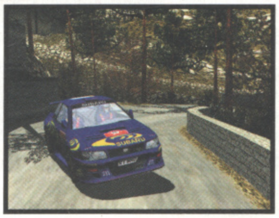
We Reckon

It's as up-to-date as you can get and shows off the all-new additions of the next season. Sony may have a real rival in the F1 race at last.

THE TECH-HEAD'S CHOICE

FACTS

GAME: **RALLY RACING SIMULATION**
FORMAT: **PS/PC-ROM**
OUT: **SEPTEMBER**
MULTIPLAYER: **TBC**
TYPE: **RALLY SIM**
BY: **UBI SOFT**
STATUS: **50% COMPLETE**



Check out that five o'clock shadow

It's yet another rally game but this one favours all-out simulation over arcade-style thrills. *Rally Racing Simulation* lets you relive the glories and failures of the super challenging South of France rally.

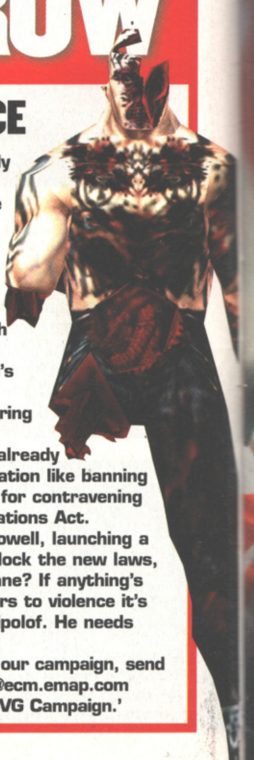
The player will really have to drive the cars, rather than simply aim them around a course. The graphics are awesome and the wealth of simulation options should have hardcore rally nuts revving for action. All 18 courses will be included and the cars will handle more realistically than ever. A claim made by almost every other new rally game. Fingers crossed it's true this time round.

We Reckon

Too... many... rally... games... arrgh! But the simulation take of this new one should see it stand out from the crowd. If you like your racers super-realistic, keep your eye on this.

GAME BAN ROW

OUTRAGE AT NEW GAME VIOLENCE



The games community is in shock this month after legal plans were unveiled forcing all UK gamers to apply for a licence to play violent games.

The move, which comes amid fears that violence in games is turning once placid players into nutters, will mean millions of gamers will never get to see the coolest new 11+ rating titles.

Special screening panels are to be set up across the UK to draw psychological profiles on players to determine their suitability for a licence. Even those granted licences will be monitored by undercover 'games police'.

It's not yet clear whether games mags like CVG will be classified as 'adult' and relegated to the 'top shelf'.

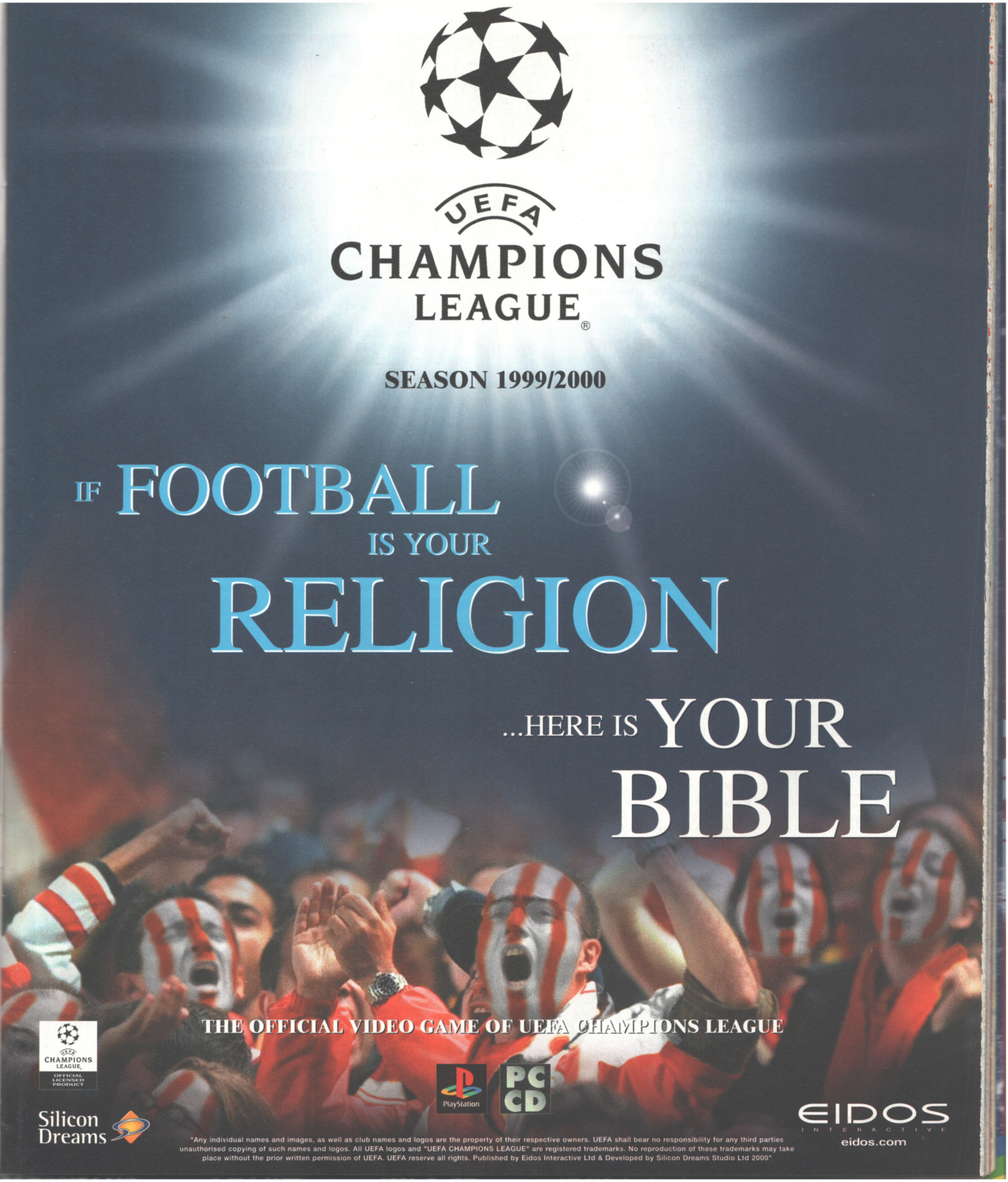
The legislation has already gone through Parliament and looks likely to get support from the Commons at its second hearing early in April.

The man behind the plans is outspoken Shodborough MP Cal V Gripolof, who said, "It's time someone stamped out this gaming filth that's polluting the minds of our nation's youngsters."

The new laws will bring the UK in line with Europe, which has already enforced daft legislation like banning banana advertising for contravening the Obscene Publications Act.

CVG editor Matt Howell, launching a CVG campaign to block the new laws, said: "Are they insane? If anything's going to drive players to violence it's that raving loon Gripolof. He needs putting down."

If you want to back our campaign, send an email to les.ellis@ecm.emap.com clearly marking it 'CVG Campaign.'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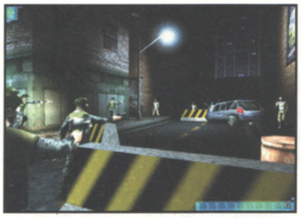
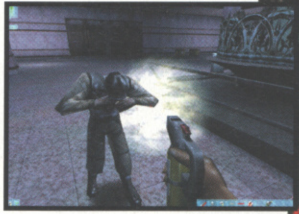
DEU-S EXY

GENRE-SPLICED EXTRAVAGANZA

FACTS

GAME: **DEUS EX**
FORMAT: **PC**
OUT: **MARCH**
MULTIPLAYER: **NO**
TYPE: **ACTION ADVENTURE RPG**
BY: **ION STORM**
STATUS: **90% COMPLETE**





A few years ago, genre-blending was a almost dirty word to mainstream players. Now it's all the rage, and *Deux Ex* is a mix of three of the most popular genres: shooters, adventures and RPGs. And it's looking fiendishly respectable.

YOU HAVE THE POWER

Imagine skimming the best bits off *Half-Life*, *Thief* and *System Shock 2* in an incredibly intricate game with realistic environments and multiple endings that lets you choose your preferred style of play and uses the *Unreal* engine. Oh, yeah! Be as gung-ho or sneaky as you like – *Deus Ex* has several solutions to just about every mission task.

GOOD TO TALK

Need to get past doors guarded by security cameras and a minigun? Try hacking the camera, blow it up or get it turned off. Need to get past a guard? Try sneaking round in the shadows or cap him using a silencer to avoid detection. Even the info you gleen from conversations – there's over 150,000 lines of dialogue – will depend on your style of questioning.

ROLEPLAYING

It wouldn't be a roleplayer if you didn't get to choose and improve core skills which help define your anti-terrorist agent's character, but *Deus Ex* also lets players select and upgrade nanoaugmentations – tiny implants performing specific functions like better vision or silent running. This will add depth and replay value and the technology's based on stuff currently under development, according to project director Warren Spector.

I'M A BELIEVER

It's all part of his bid to create a highly realistic and believable gameworld which gives players the power to decide how they want to get through missions. Some of the locations you'll go to are even modelled on actual photos. How's that for realism?

PETER WALKER

We Reckon

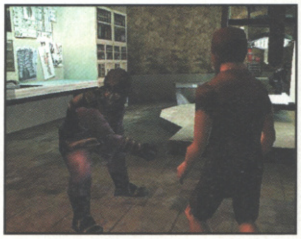
Although very linear, *Deux Ex* promises an intelligent and immersive experience that's still accessible to mainstream players.

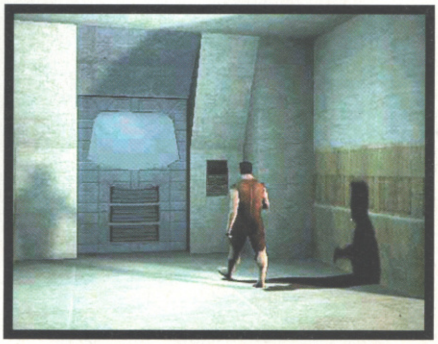
YOU MANIACS

RETURNING TO THE PLANET OF THE APES

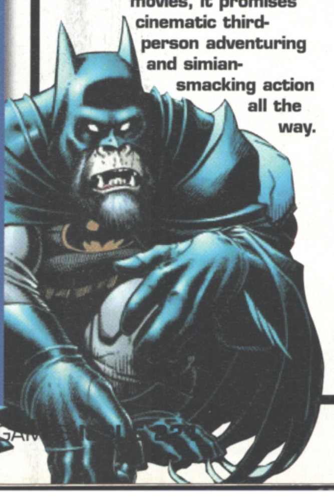
FACTS

GAME: **PLANET OF THE APES**
FORMAT: **PC**
OUT: **WINTER 2000**
MULTIPLAYER: **NO**
TYPE: **ACTION ADVENTURE**
BY: **FOX INTERACTIVE**
STATUS: **70% COMPLETE**





IF YOU'VE ever wanted to indulge in some hardcore monkeying around then take a look at *Planet Of The Apes*. Based on the books and movies, it promises cinematic third-person adventuring and simian-smacking action all the way.



DON'T BE A GIBBON

Planet Of The Apes is set to be more than a simple *Tomb Raider* clone and great attention has been paid to capturing the atmosphere of the series. The characters have been motion-captured and the speech and cut-scenes will add to the dramatic tension. You play Ulysses, sole survivor of a downed spacecraft on an unknown planet, 1000 years in the future. Your ultimate aim is to rescue the enslaved human inhabitants and break the evil apes' regime of terror.

MOVE IN MYSTERIOUS WAYS

You can select three different modes of movement for Ulysses. You could be stealthily shuffling about one moment, then running and jumping for ledges in true platform style the next. The levels are large and split into sections, each a mixture of battle, exploration and puzzle-solving.

LEE SKITTRELL

We Reckon

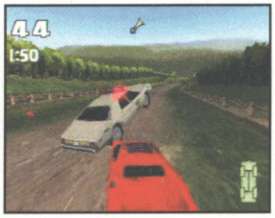
Fans looking forward to the new Apes movie should be excited about this.

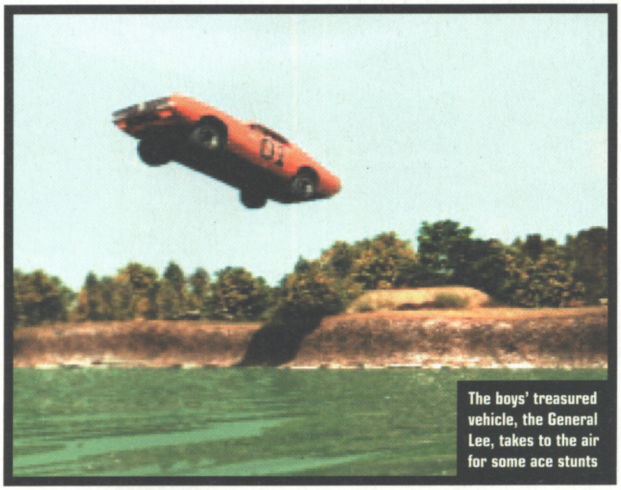
HAZZARD WARNING

BACK TO THE GOOD OL' DAYS WITH THE RED-NECKS OF HAZZARD COUNTY

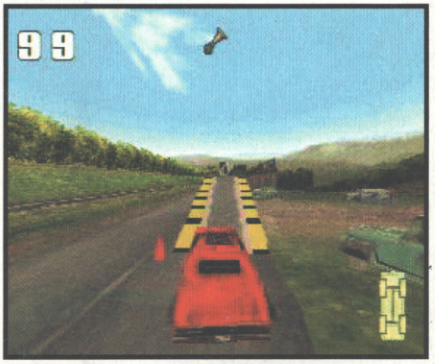
FACTS

GAME: **THE DUKES OF HAZZARD**
FORMAT: **PS**
OUT: **MARCH**
MULTIPLAYER: **1-2**
TYPE: **RACER**
BY: **UBI SOFT**
STATUS: **90% COMPLETE**

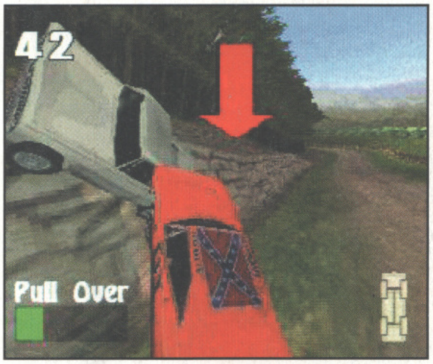




The boys' treasured vehicle, the General Lee, takes to the air for some ace stunts



Launch the General Lee from the ramps to avoid roadblocks



BACK AT the dawn of computer and videogames, there was only one thing more exciting than playing *Pong* – watching Dukes Of Hazzard on TV. In those days, players could only dream about a racing game based on the TV series. Three decades on and it's finally happened. Better dust down those fantasies. Especially the Daisy Duke ones.

DUKES OF WHAT?!

For the uninitiated, The Dukes Of Hazzard was an incredibly popular 70s TV show. Set in Hazzard County, renegade red-neck brothers Bo and Luke battled wrong-doers and evaded the local sheriff while Daisy provided the letch interest. The emphasis was on fun and fast-action and it looks like the game's set to recreate the feel of the show perfectly – with all your fave characters and even the souped-up General Lee's musical horn.

ON A MISSION

Dukes Of Hazzard features mission-based racing. The boys' farm is in danger of going under and they have to find a way to raise the money. While trying to save the farm, Bo and Luke uncover strange goings on in their hometown and vow to get to the bottom of the mystery. Missions range from pulling over getaway vehicles, to racing for prize money in the local races, and vary in difficulty to test your driving skill.

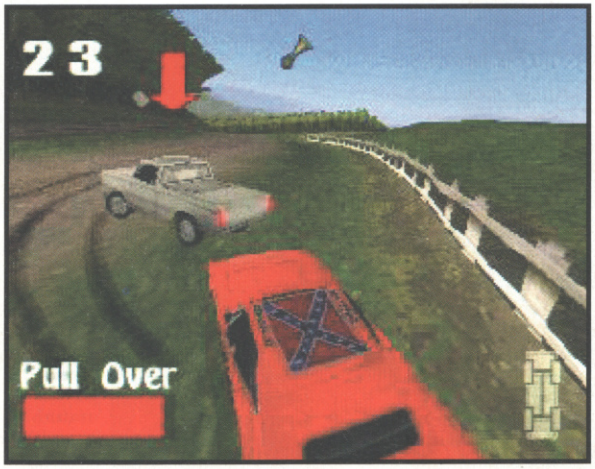
YEE-HAW!

There are collectible power-ups and weapons for the brothers to use and the various tracks feature ramps and trick areas, letting the player pull off quick escapes and some outrageous stunts and moves. There will be head-to-head modes for two-player laughs and the game will offer a wide range of options to tweak and different ways to play.

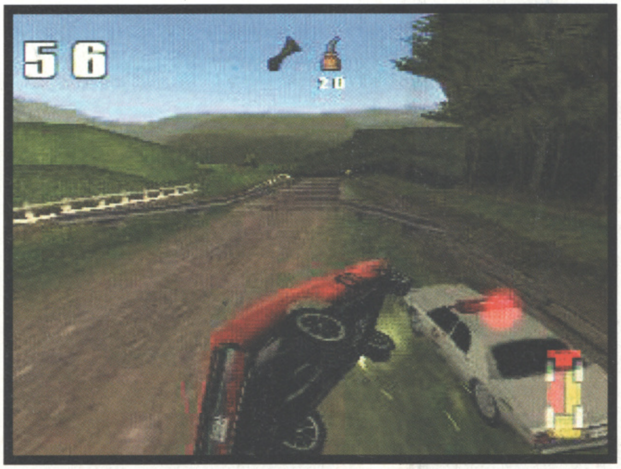
LEE SKITTRELL

We Reckon

Hoary old gamers who remember the show are sure to be excited by this, and it looks as if there'll be enough on offer to please newcomers, too. With a mixture of *Driver*-style action coupled with comedy characters, *Dukes Of Hazzard* looks like it'll be a riot.



Whack into the truck to pull over the crooks, but watch damage to your own vehicle



Keep an eye on the mini-car in the right-hand corner – it shows what damage you've taken

YOU'RE NICKED MY SON

THIEVIN' GIT SIMULATOR RIDES AGAIN

FACTS

GAME: **THIEF 2: THE METAL AGE**
FORMAT: **PC**
OUT: **APRIL**
MULTIPLAYER: **NO**
TYPE: **FIRST-PERSON ADVENTURE**
BY: **EIDOS**
STATUS: **90% COMPLETE**

THE FIRST *Thief* was one of the most underrated games of last year. The fact that it was a first-person game but you couldn't just wade in and slaughter everything in sight seemed to make people feel uncomfortable, when in fact the blend of strategy and stealth made it one of the most tense gaming experiences ever. Now Eidos has brought it back. And it's bigger and more ambitious than ever.

THIEVING FEATURES

The main action remains the same – creep around, avoiding guards, exploring buildings and stealing important items before escaping to complete your mission. Now though, you get to use many more items and new features to do it. The missions are more complex than before, with new ones including framing people, kidnapping and tailing. The tense atmosphere remains, as does the amazing sound effects (you actually have to listen out to tell which direction guards are coming from), only now you can eavesdrop on their conversations for clues.

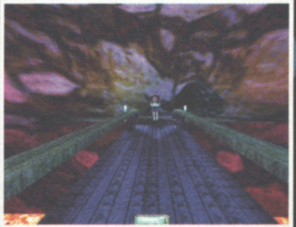
LISTEN LIKE THIEVES

Garrett, the main thief, will have to cope with guards with better artificial intelligence than before. They won't lose sight of him when he jumps on a table or run off in a sulk when they lose a race. Now, they'll hunt him down or run off for reinforcements. And if all that wasn't enough, you have to find out why the local sheriff wants you dead, and how you can get to him before the price on your head gets collected.

BRAIN ACHE

While *Quake 3* and *Unreal Tournament* are turning heads right now, *Thief 2* should creep up on the rails and surprise quite a few people with its surprisingly deep gameplay and totally immersive atmosphere. It's bigger than before and just as difficult, so if you want a five-minute blast forget it, this will take ages. *Thief 2* is going to use stealth and atmosphere to have you on the edge of your seat, and then should have just enough action to shove you off when you least expect it. But unlike games where you wipe out entire armies in seconds with hi-tech laser weapons, *Thief 2* will take brains as well as brawn.

LES ELLIS



We Reckon

The original went unnoticed – that won't happen here. A perfect mixture of atmosphere, strategy and action.

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ERICSSON

one 2 one

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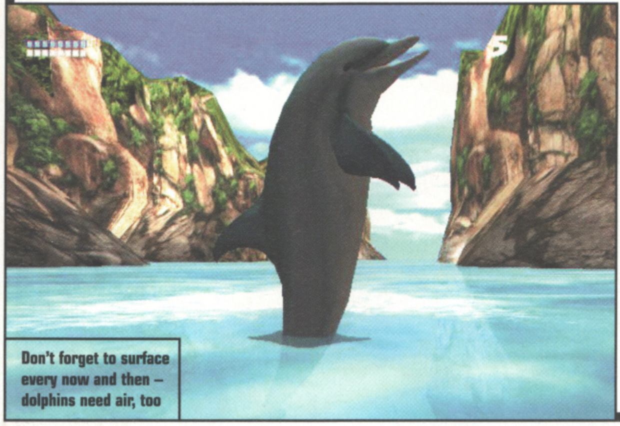
ECCO REBOUNDS

THIS DOLPHIN'S GOT A LOT MORE THAN TUNA NETS TO WORRY ABOUT

FACTS

GAME: **ECCO THE DOLPHIN**
FORMAT: **DC**
OUT: **EASTER**
PLAYERS: **1**
TYPE: **3D ADVENTURE**
BY: **APPALOOSA**
STATUS: **90% COMPLETE**

***ECCO THE Dolphin* on Mega Drive broke gaming boundaries. The winning formula of gorgeous visuals coupled with innovative and original gameplay is a joy to play – even now. The prospect of a 128-bit version of this gaming legend should be enough to have gamers frothing at the blowhole.**



Don't forget to surface every now and then – dolphins need air, too

FIGHT THE FUTURE

Subtitled *Defender Of The Future*, a mysterious group of tyrants have shattered the peace that humans and dolphins have found together by messing with the timeline. It's Ecco's job to restore the peace of the future by solving puzzles in the past.

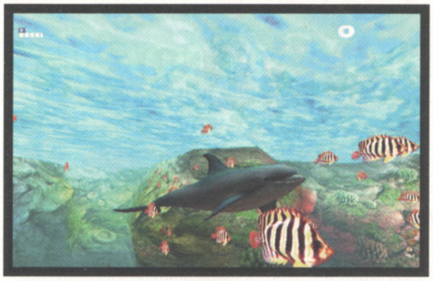
CALL OF THE OCEAN

Viewed third-person, *Ecco The Dolphin* will have you cracking chin-scratchers and negotiating underwater hazards. Control is fluid and natural, letting you pull off loads of underwater stunts. Racing to the surface for air in full 3D promises to be an awesome experience.

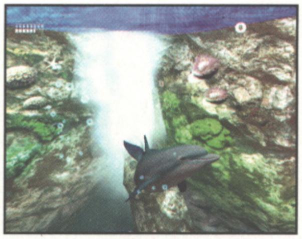
LET'S TALK FISH

The game's story has been scripted by award winning sci-fi novelist David Brin and the characters all have their own way of describing events above the surface, adding to the game's otherworldliness.

LEE SKITTRELL



Swim and interact with the underwater critters. Ecco will have to work out who's friendly, who's mean and who's lunch



Check out Ecco's cheeky grin while you explore the murky depths of his world

We Reckon

***Ecco* is a visually stunning game and we hope that the unique and charming gameplay of the MD original is ported over intact.**

SINKING THE PINK

CODEMASTERS POTS THE BROWN WITH HENDRY, DAVIS & CO

FACTS

GAME: **WORLD CHAMPIONSHIP SNOOKER**
FORMAT: **PLAYSTATION/PC**
OUT: **MARCH**
PLAYERS: **1-16**
TYPE: **SPORTS SIM**
BY: **CODEMASTERS**
STATUS: **90% COMPLETE**

FOR A game that offers little fast-paced excitement and plenty in the way of dodgy waistcoats, snooker may not be your first choice for a sports sim on the PlayStation. But with viewing figures rivalling soap operas, Codemasters has turned to the game of balls and pockets for its latest sporting epic.

BIG BREAK

With so much emphasis on realism, it's no surprise that Codemasters has signed up the likes of Hendry to give the game a touch of class. First you'll have to work your way up from your local snooker hall to face the bigwigs in the hallowed arenas, like the Crucible.

LET'S GET PHYSICAL

If the balls don't move as they would in real life, there's no point playing it. Codemasters has called in four physicists who, together with a snooker pro, are aiming to make the balls move more realistically and react to spin and angles.

JUMP THE CUE

WC Snooker uses an easy aiming and spin system, coupled with an accurate power gauge. This means that you'll soon be pulling off pixel-perfect shots and tricks just like the pros. Achieve this and a tournament awaits. Play the biggest names in the game or set up a match where up to 16 of your mates can compete.

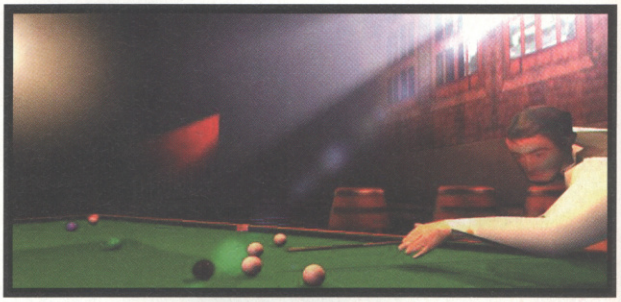
BONUS EXTRAS

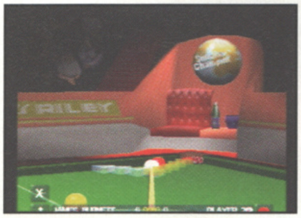
If you're not already a seasoned pro, there's a Masterclass section that takes you through the basics and leads you to some advanced tricks and skills. With a rendered look and plenty of cut-scenes, this is the first time snooker has ever looked like it does on TV.

LES ELLIS

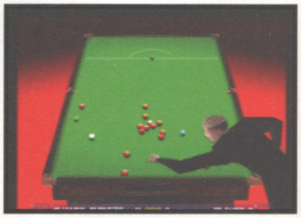
We Reckon

Coming from the maker of *TOCA*, *Brian Lara* and *Colin McRae*, we're putting our money on this being another smash hit.

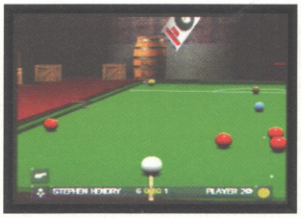




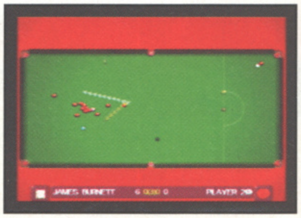
The Crucible is home to the biggest events in snooker. Win here and a career follows



Cut-scenes, like the ref replacing balls and players taking shots, add to the TV feeling



Sinking the yellow is easy, but can you get back up the table for a position on the red?



The top-down view gives you an easier angle for picking your next few shots

PLATFORM DUO IN SPLIT SHOCK!

Bear and bird no longer joined at the hip

FACTS

GAME: **BANJO TOOIE**
FORMAT: **NINTENDO 64**
OUT: **MID-2000**
PLAYERS: **1-4**
TYPE: **CARTOON PLATFORMER**
BY: **RARE**
STATUS: **75% COMPLETE**

ONE OF video gaming's most inseparable double acts, Banjo and Kazooie, have decided to spend time apart. The shock announcement comes as salacious details of their next impressive N64 adventure were made public.

BREAST

An inside source confirmed: "The rumours are true. While Banjo and Kazooie were literally inseparable in the first game, some of the puzzles in Banjo Tooie are just impossible for them to solve as a collective unit. Banjo is going to have to get used to opening up his backpack to let the famous Red Breasted Breegull go it alone."

MASSIVE

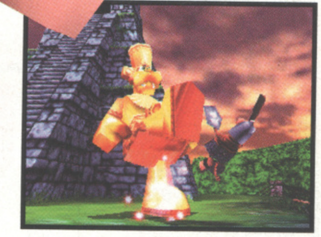
Kazooie confirmed: "Banjo has been told he can let me out of his backpack at any time and the player can then make me fly around anyway. The new game is gonna be so cool. There are eight massive new worlds to explore, and a host of familiar baddies to bash. There's a load of new stuff too, including lots of cool *Donkey Kong 64*-style sub-games, and new adversaries."

JUMBO

When asked if voodoo shaman Mumbo Jumbo would feature in the new game, Banjo said, "Yeah, the man is back," adding, "and there'll even be a cool four-player game. I can't say too much about the game at this stage, but I will be able to transform into even more different creatures to solve certain puzzles".

FAMOUS

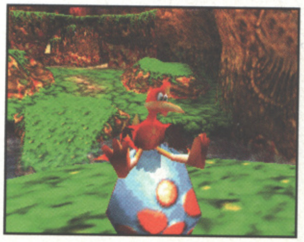
Banjo and Kazooie remain great friends and the new game will still feature plenty of opportunities to show off the famous teamwork skills that saw them see off Gruntilda in the first game. At the present time, a team of experts at Rare are busy working on the game environment. The boys have been in training for weeks: running, jumping, flying and firing eggs around, and should be back adventuring in the summer.

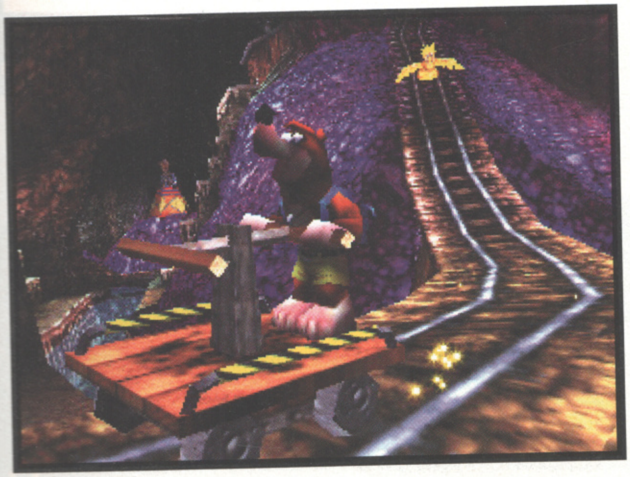


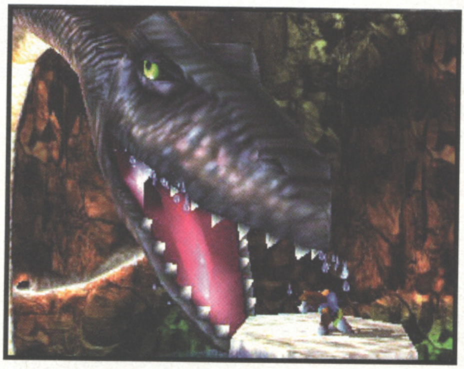
SMELL

Meanwhile Kazooie revealed more details on the reasons for the bear-bird split. "That backpack was never overly comfortable and it stinks because Banjo left some sandwiches in there that went bad," added Kazooie. Scoop! reporters were invited into the backpack but made their excuses and left.

DEAN SCOTT







We Reckon

***Banjo Kazooie* was an N64 classic. More of the same would be fantastic, but Rare always has a few surprises up its sleeve.**

ARISE SIR DAN

THE SKELETAL HERO RETURNS FOR MORE ZOMBIE-THRASHING

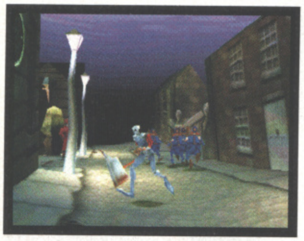
FACTS

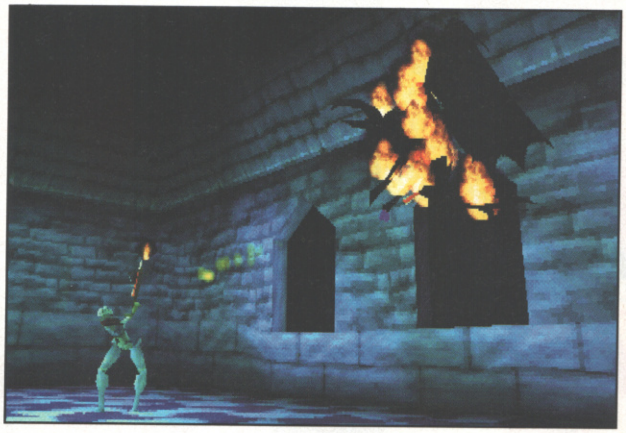
GAME: **MEDIEVIL 2**
FORMAT: **PS**
OUT: **LATE APRIL**
MULTIPLAYER: **NO**
TYPE: **ACTION ADVENTURE**
BY: **SONY**
STATUS: **95% COMPLETE**

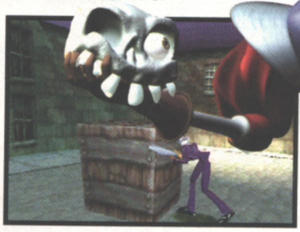
HE'S HUNDREDS of years old and has no flesh, but in his first PlayStation game, Sir Dan Fortesque proved he can truly kick butt. After a period of rest as a museum exhibit, Sir Dan has been resurrected once more, this time to battle the living dead of Victorian London.

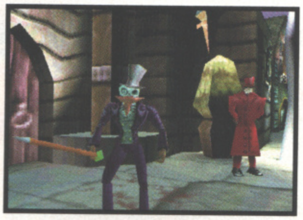
LORDS A-LEAPING

Medievil 2 will include 17 sprawling levels, each with its own distinct enemies and bosses. As you tread the streets of a twisted, alternative Victorian London, you'll have to solve puzzles and collect essential objects. Your ultimate goal is to find and defeat the evil Lord Palethorne, but there will be many twists in the story before you get there.









ACHIN' BONES

The graphics have been improved from the first game and the action moves at a speedy pace. The battles still feel a bit hit-and-miss but *Medievil 2* isn't about strategy, it's about fun. And ripping off your own arm to throw at zombie mothers is certainly that. If you're into wacky adventuring, *Medieval 2* is looking like a good bet.

LEE SKITTRELL

We Reckon

Dan's first game was ace and, while the sequel won't win any awards for originality, there'll be enough to please fans.

FANGS FOR THE MEMORY

BLOODSUCKING RPG PUTS SOME BITE INTO YOUR PC

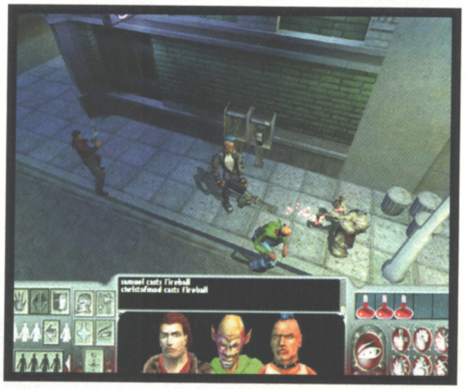
FACTS

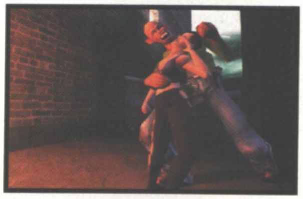
GAME: **VAMPIRE: THE MASQUERADE – REDEMPTION**
FORMAT: **PC**
OUT: **APRIL**
MULTIPLAYER: **1-16**
TYPE: **ACTION RPG**
BY: **ACTIVISION**
STATUS: **85% COMPLETE**

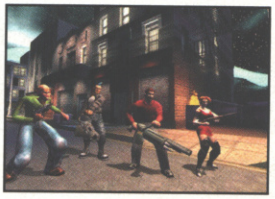
AN ACTION RPG set over four huge gothic cities with you starring as a vampiric lord of the undead, leading a group of battle-hardened bloodsuckers on a series of quests. Nice, bright, cheerful sounding game, eh?

ON-LINE BLOODSUCKING

Vampire is translated from an RPG board game, but even if you're not into that, you won't fail to be drawn in by the amazing 3D graphics. You can play it as a single-player game, or go global and try out new varieties of online action, including where one player is the storyteller, while the others do battle.







The first time since the The Lost Boys film that vampires have looked cool on screen

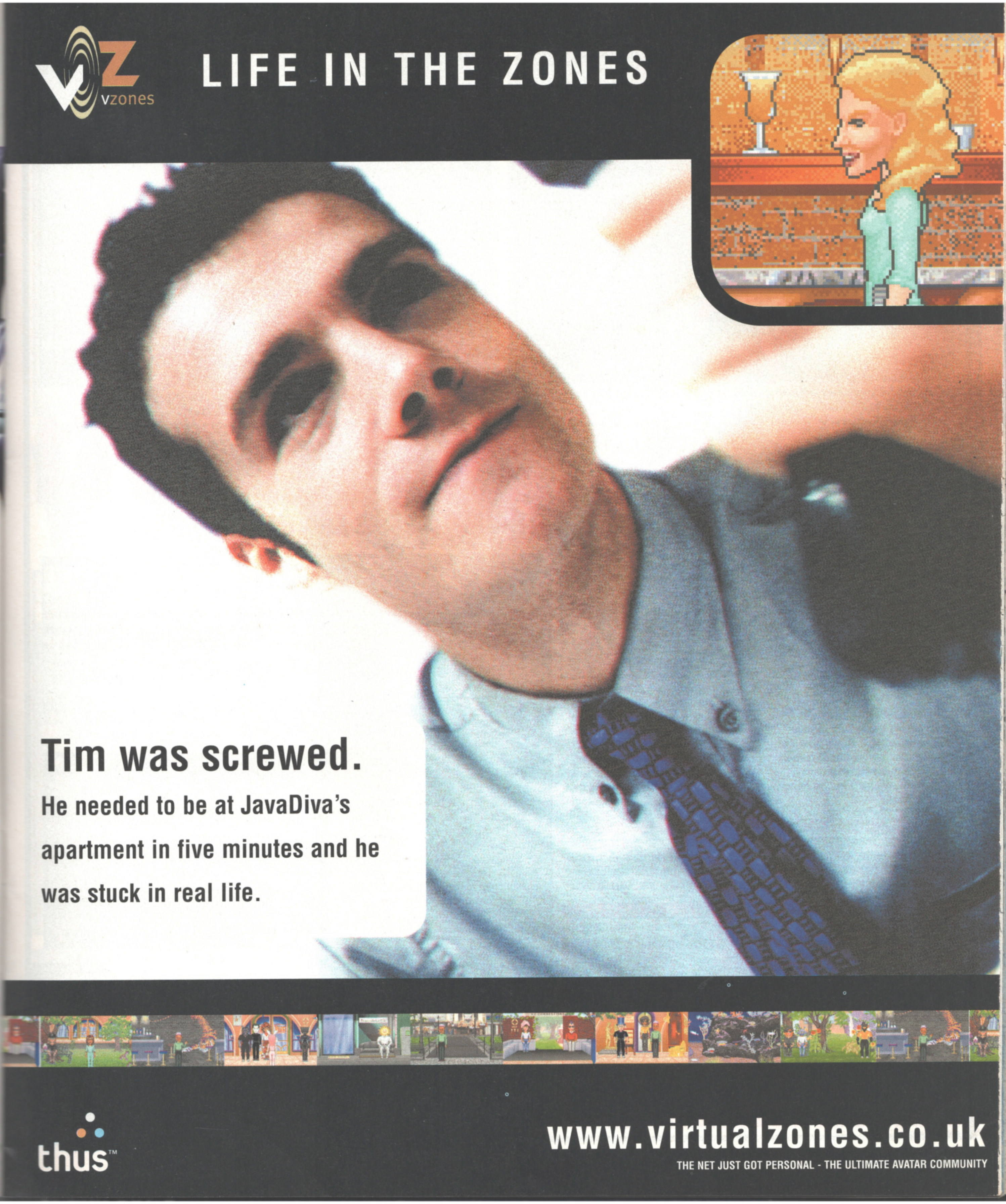
GANG BLOODSUCKING

The game revolves around you as Christof the vampire, fighting off mortals, drinking their blood while trying to conceal your vampiric tendencies from those who can kill you. As the quest spans 800 years, you'll team up with other vampires through London, Prague, New York and Vienna in gothic medieval times. With the PC market hardly short of an RPG or two, *Vampire* will have to be something special to survive, but the early signs are promising.

LES ELLIS

We Reckon

Dark gothicy setting, plenty of undead blood-sucking action and vampires. Yup, that works for me. Listen out for things that go bump in the night with this.



vzones

LIFE IN THE ZONES

Tim was screwed.

He needed to be at JavaDiva's apartment in five minutes and he was stuck in real life.

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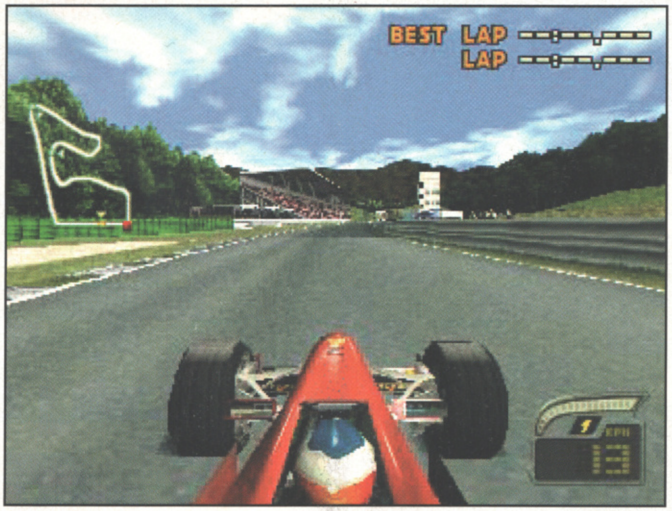
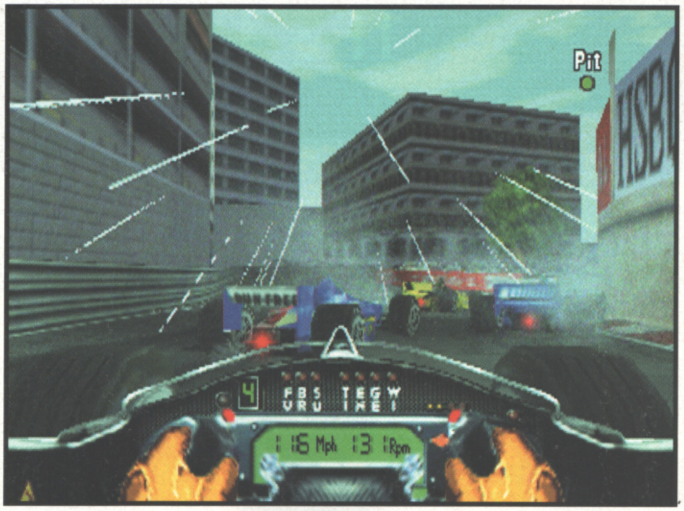
THE NET JUST GOT PERSONAL - THE ULTIMATE AVATAR COMMUNITY



In this view, the driver's head shakes about realistically as you drive around. It's a nice touch



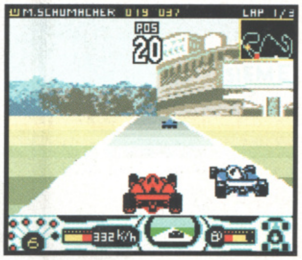
Look at these beautiful weather effects in the N64 version. This is the Manchester circuit

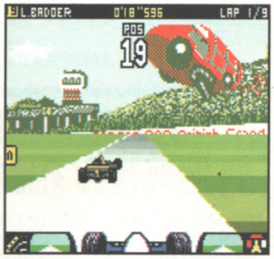
PUTTING THE FUN INTO F1

THRILLS, SPILLS AND DAMON HILLS

FACTS

GAME: **F1 RACING CHAMPIONSHIP**
FORMAT: **PS, N64, GBC**
OUT: **END MARCH**
MULTIPLAYER: **1-2**
TYPE: **F1 RACING**
BY: **UBI SOFT**
STATUS: **90% COMPLETE**





Flying buses are a danger on the GB

YOU'D BE forgiven for being bored at the news that yet another F1 game will appear on shelves soon. But wait. *F1 Racing Championship* differs by offering something that's been sadly lacking in the genre of late: fun!

SHOCK: NO PS POP-UP

The PlayStation looks and moves superbly and the detailed scenery never pops-up. The N64 version runs without an Expansion Pak and is similarly pretty. The greatest visual innovation has been saved for the Game Boy Color version, however: it's the first ever handheld racer to offer two different views, one from the cockpit and one from above and behind the car.

OFFICIALLY NOT DULL

Perhaps the least surprising aspect of the game is that it's officially licensed, meaning you can carry your hateful prejudices against Herr Michael Schumacher over into gameworld. Innovative gameplay ideas are fairly limited, but you're taught how to race in a driving school. The GB version lets you play out some interesting scenarios like 'Block Schumacher for a whole lap' and 'Stop Jaques Villeneuve sleeping with a faded Aussie soap star'. Okay, not the last one, but you'll like it lots.

LAP 1/5
POS 17/22
BEST LAP --:--.---
LAP 0:48.752
TOTAL 0:48.752
TIME 26
SCORE 12542

SURPRISING CLAIMS

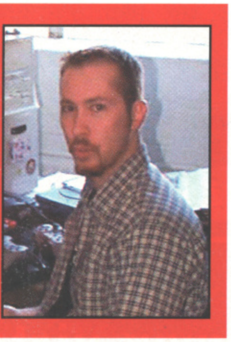
But what this game does best is be a fun F1 game. All F1 games promise both arcade and simulation elements, but even the sim modes here play more like an arcade game than most F1 titles. This isn't a criticism: whereas this game is happy to let you slam on the brakes mid-corner without spinning off, more anal F1 games will always send you spinning off into the gravel trap, which is annoying. Two-player battles especially benefit from the liberties taken with real F1 physics.

LOOK TO THE FUTURE

As well as these three versions, the bods at Ubi Soft in Canada are beavering away on a Dreamcast version and, he said whispering behind his hand in that vaguely comical fashion, a PS2 version.

DEAN SCOTT

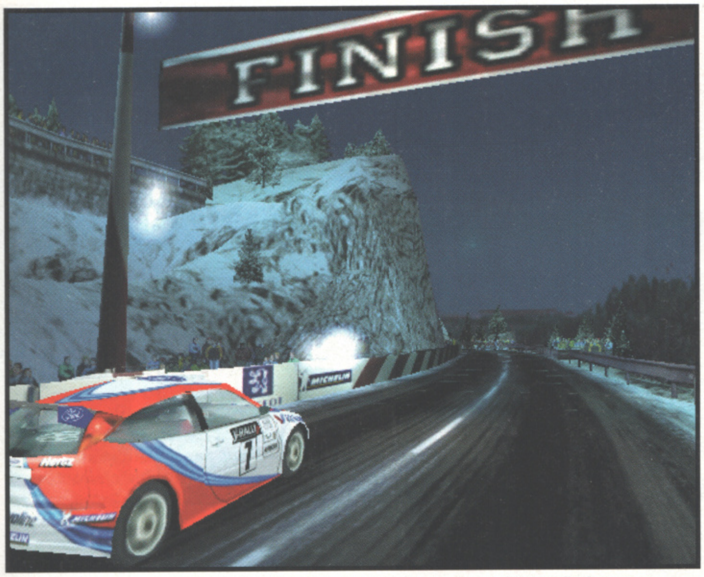
GREAT MYSTERIES SOLVED



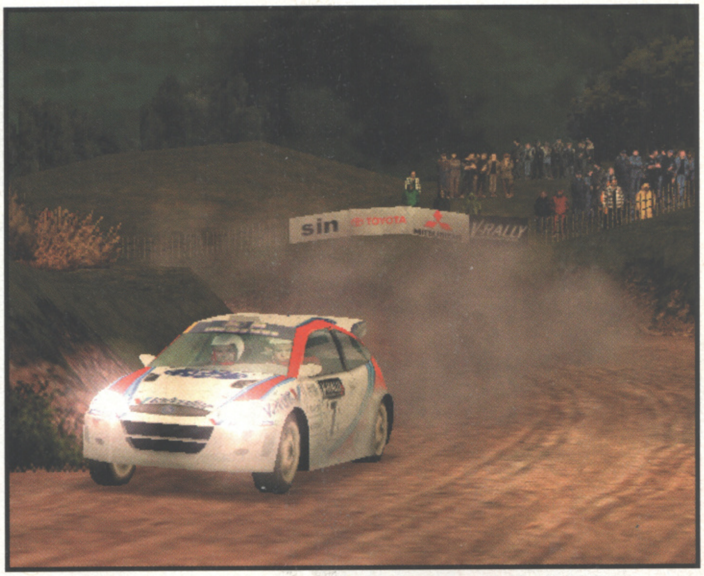
The two-player mode in *F1 Racing* doesn't let you race the computer controlled cars. This bugs us at CVG, so we decided to have it out with the designer on your behalf. *F1 Racing Championship* lead designer Jean-Francois Dugas told us: "We'd love to have included a two-player Championship mode, but the PS and N64 hardware wasn't up to the task. We're definitely looking at this for the next-gen console versions." Good man.

We Reckon

Does nothing new, but it does what it does with style and fun. Great for console racers.

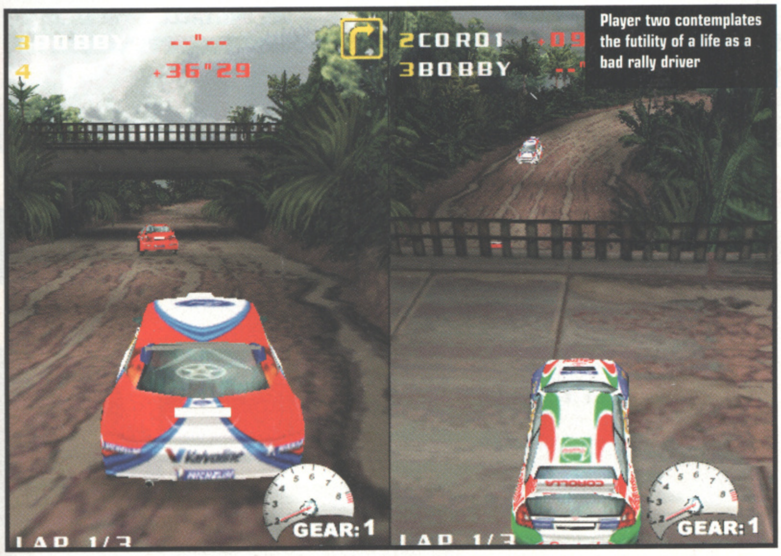


V-Rally 2 leaves you in no doubt when the race is over. It pioneers a new 'finishing line' concept



Rally cars run on a luminous alien fuel cells, hence the eerie white glow behind the headlights

V IS FOR VROOM



Player two contemplates the futility of a life as a bad rally driver

A banana-coloured car is sent into the woods to tempt out the giant monkeys

That hut in the background is all that remains of the mythical city of Atlantis

WE RECKON

There are a lot of DC racers out there, but *V-Rally 2* is doing well, and looks set to put the others to shame.

GET READY TO DIRTY YOUR DECALS ON DREAMCAST

JUST WHEN you thought the Dreamcast racer market was about to implode under its own gravitational mass, along comes *V-Rally 2: Millennium Edition*. To succeed in this overcrowded DC market any new racer must offer something special, and *V-Rally 2* looks like it could deliver.

FULL SERVICE HISTORY

Rather than simply port over last year's PlayStation game with a few added extras, the *V-Rally 2* team have revised and tweaked almost every aspect of the game for the DC release. Authenticity is more prominent, with the team working from photographs and video footage of cars and tracks. Retired rally champion Ari Vatanen has also overseen the game's progress.

A DESIGN FOR LIFE

One of the most popular features of the PlayStation version was the track editor, which lets you design and race on courses of your own fiendish design. Dreamcast owners will get an enhanced version of this track designer, based on the track sections used by the game's developers. You'll be able to alter weather factors and even exchange your tracks with other players via the Net.

FACTS

GAME: **V-RALLY 2**
FORMAT: **DREAMCAST**
OUT: **MAY**
PLAYERS: **1-4**
TYPE: **RALLY RACING**
BY: **INFOGRAMES**
STATUS: **70% COMPLETE**

CAR-RIKEY!

The cars in *V-Rally 2* are super-realistic, constructed of around 1800 polygons each, and the attention to detail is stunning. There's a wealth of courses to race around (estimated at between 60 and 80, spread over 12 countries) and you can play against up to four mates. As well as the usual Arcade mode, there are two extended championships to race through. All the usual in-car tweakables are there, letting you customise to your heart's content.

WHICH RALLY?

Compared with *Sega Rally*, *V-Rally 2* really does look next-gen. The graphics are gorgeous and the pace of the action is frighteningly high. The cars and handling feel much more solid than in *Sega Rally* and it's in this respect that *V-Rally 2* has the most to offer.

LEE SKITTRELL

FACTS

GAME: **JO JO'S BIZARRE ADVENTURE**
FORMAT: **DREAMCAST**
OUT: **END MARCH**
MULTIPLAYER: **1-2**
TYPE: **2D FIGHTER**
BY: **CAPCOM**
STATUS: **COMPLETE (JAP)**

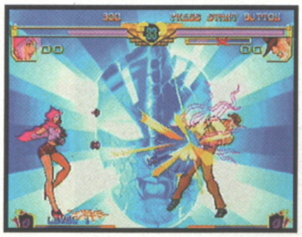
MAD MANGA

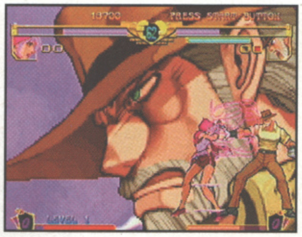
STRAIGHT JACKETS AT THE READY FOR MANGA MAYHEM

JAPANESE MANGA comic books are a strange bunch. The bug-eyed characters and stories of vengeance and betrayal are about as off-beat as they come, but within this oddball world there's one successful comic-book story that takes the crown as King of Weird – Jo Jo's Bizarre Adventure.

STAND BY YOUR MAN

Jo Jo's stories revolve around Joseph Joestar and a band of fellow fighters with psychic abilities, called Stand Users. Each character's Stand is a physical representation of the user's inner psychic power. In the game, you control your main character or their Stand, or sometimes both.





EASY ON THE EYES

The fighting is frantic and the attacks come thick and fast – usually in an eye-popping explosion of animations and swirly effects. The graphics, for the most part, are just about passable, but it's when the special attacks kick-in that they make you sit up and take notice.

TACTICAL TICKLES

The Stands make a real difference to the gameplay as you can be tactical about how you attack: send your Stand out to do battle for you while you recover, or program the Stand with a set attack, send it out to fight and then join in. Much of the story mode takes place between Japanese cut scenes – best to wait for the UK release to get the most out of it.

LEE SKITTRELL

We Reckon

***Jo Jo* offers some solid looking fighting and quirky characters, but even by Japanese standards, Jo Jo's stories are aimed at the die-hard Manga market. Whether the game will be too hardcore for us UK softies remains to be seen.**

FACTS

GAME: **DEVIL INSIDE**
FORMAT: **PC**
OUT: **TBC**
MULTIPLAYER: **NO**
TYPE: **THIRD-PERSON ACTION ADVENTURE**
BY: **GAMESQUAD**
STATUS: **50% COMPLETE**

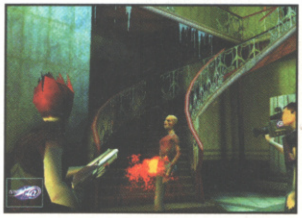
DEVIL IN YOUR PC

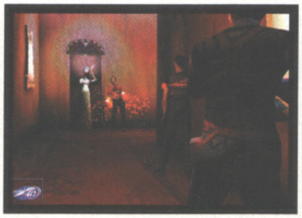
X FILES MEETS THE RUNNING MAN

COMPUTER AND video games are big. So are investigative TV shows. So why not combine the two in some mad-assed third-person action adventure set in a haunted house with a main character who can morph into his alter ego, a devil living inside him? Why not indeed, which is exactly what *Devil Inside* is all about.

INSANE

Anyone familiar with the seminal *Alone In The Dark* series will know of its author, Hubert Chardot. While Darkworks is busy working on *AITD*'s fourth instalment, monsieur Chardot and Gamesquad have been dreaming up the all-new and insane-sounding *Devil Inside* adventure, featuring 20 pyschic powers and weapons and over 100 dynamically-lit locations to explore.



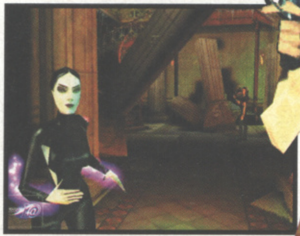


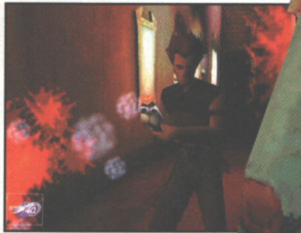
GAME ON – AIR

You play Manga-haired former cop turned gun-toting paranormal hack Dave Ackland, who's investigating supernatural shenanigans at an infamous haunted house – live on-air for a local TV show. So the whole time Dave's blasting away at the undead and a load of devils that have escaped from hell, he's being filmed by a cameraman. If that's not spicy enough for you, Dave can switch to his alter-ego, the lithesome flying devil Deva, who performs some essential tasks better than Dave – like looking saucy in black leather, for starters.

FIENDISH

The live TV link means while you're fighting for your life you can also see footage from the gameshow, and TV being a cut-throat business, host Jack T.Ripper is keen to up his ratings – any way he can. The more impressive Dave's kills, the happier the studio audience is, the better Dave's score. But not content to sit back and hope for some impressive action, Ripper will try to encourage you into dangerous rooms for more spectacular kills – not caring if you're the one who's killed. Evil little bugger.





PETER WALKER

We Reckon

Sounds like a long overdue twist on the usual action-adventure genre. It's still several months off release, which might explain the very average visuals.

THE BINT IS BACK

LARA RETURNS TO SEGA

FACTS
GAME: **TOMB RAIDER: THE LAST REVELATION**
FORMAT: **DC**
OUT: **MARCH/APRIL**
MULTIPLAYER: **NO**
TYPE: **ACTION/ADVENTURE**
BY: **CORE DESIGN**
STATUS: **80% COMPLETE**

AS SONY'S exclusive agreement with Core Design expires, the Derby developer becomes free to unleash the biggest female icon in video gaming on the DC. We've got our hands on an early version of *The Last Revelation* to see what exciting additions have been made. And, oh dear, the future is not looking bright.

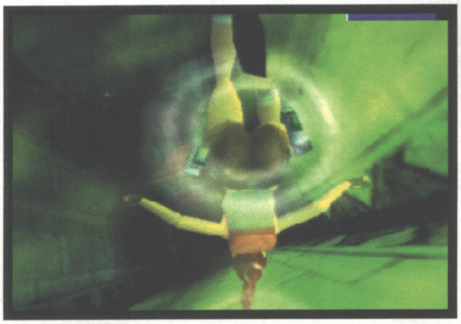
THE POWER OF DC

What can the Dreamcast do that the PlayStation and PC versions couldn't? Not much is the answer. The gameplay and levels remain exactly the same, so if you've played another version you'll find nothing new here. The main enhancements come in the form of new lighting tricks and a slightly higher resolution in graphics to make things look a little prettier. We say a little because, unless you know exactly what you're looking for, you'd be hard pushed to notice the difference.

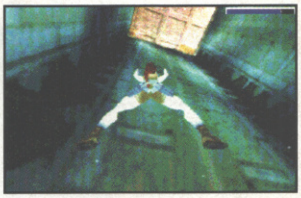
TIME WILL TELL

There's still time for Core to make some final changes to the game. At the moment Lara's big Sega comeback could be spoiled by a desire for a quick conversion. The Dreamcast needs Lara Croft, but it needs a great *Tomb Raider* game to show off what the Dreamcast can do and why you should buy one.

LES ELLIS



Dean's one-step guide to drowning Lara: hold her head underwater



We Reckon

For Lara to work her sales magic on the DC, Core needs to make some major changes.

TONY HAWK IN FOURPLAYER SHOCKER

SKATE WITH YOUR MATES ON DREAMCAST

FACTS
GAME: **TONY HAWK'S SKATEBOARDING**
FORMAT: **DREAMCAST**
OUT: **MAY**
MULTIPLAYER: **1-4**
TYPE: **SKATEBOARD SIM**
BY: **CRAVE**
STATUS: **60% COMPLETE**

TONY HAWK on PlayStation proved that you don't need huge weapons or obscene lumps on your character's chest to make a good game. Pure skill-related gameplay was more than enough to please gamers. Now Dreamcast owners are set to experience skateboard tricks, stunts and bruised knees as Crave brings the new and improved Hawkster to DC.

26452
0:13
S
K
A
315

SCORE 14861
SPECIAL
TIP:
HOLD JUMP LONGER
TO OLLIE HIGHER

FOURPLAY

Crave is working to make sure that this is more than just a run-of-the-mill conversion of the impressive PlayStation game. New features include a mental four-player split-screen mode where you can compete to pull off tricks or take part in a graffiti tag match, racing to tag obstacles by pulling off tricks. Throw in a Highlight mode that lets you sit back and watch your best performances, and *Tony Hawk's Skateboarding* is a real thrasher's heaven.

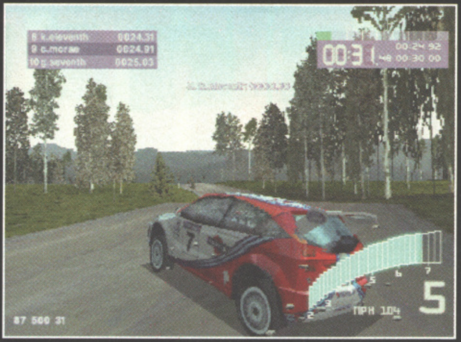
TRICKY BEGGAR

Tony Hawk was the first game to actually break skateboarding into the mainstream of gaming and this version is going to make even the immensely playable PlayStation version look tame by comparison. With dozens of stunts to pull off, loads of courses and some of the best known names in boarding to compete against, *Tony Hawk's* is set to ride to the top of the charts again – and with news of a sequel for later this year, skateboarding is back in fashion.

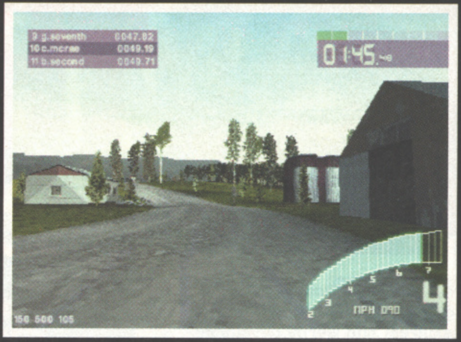
LES ELLIS

We Reckon

We loved the PlayStation game and with a four-player mode we should love the DC version even more.



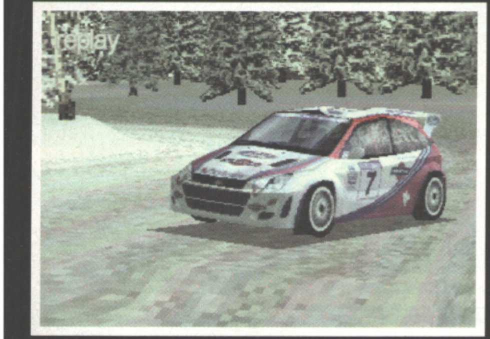
The super-smooth handling lets you power round corners with ease



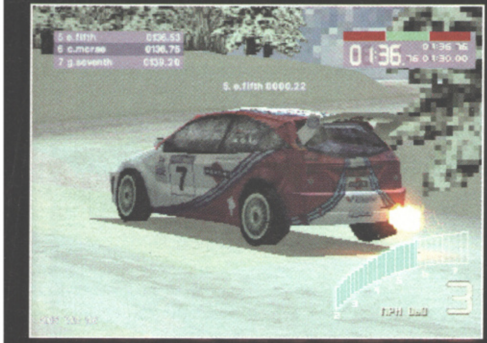
The trackside detail is ace – check out the barns

THE RALLY KING RETURNS

COLIN MCRAE'S MEANER AND MUDDIER THAN EVER BEFORE



The race replays let you relive your glories or view your mess-ups



Looks impressive, but you still can't mow down the crowds

FACTS

GAME: **COLIN MCRAE RALLY 2.0**
FORMAT: **PLAYSTATION**
OUT: **EASTER**
PLAYERS: **1-2**
TYPE: **RALLY SIMS**
BY: **CODEMASTERS**
STATUS: **80% COMPLETE**

THE FINEST rally game ever created is about to get a sequel on PlayStation. *Colin McRae Rally 2.0* picks up where the award winning, million-selling original left off. There'll be sexier cars, more tracks and even more mud than ever before.

EXTRA TREATS

The winning *Colin McRae* gameplay is still there but with a great many extra treats for rally fans. The coolest new features include an improved graphics engine, more precise handling, new cars, dynamic action replays, and best of all, an all-new Arcade game where two players can race against four other vehicles on the same track.

TWO-IN-ONE

One of the very few gripes about the first *McRae* game was that the opportunity for two-player fun was lacking. You could take it in turns to beat each other's times in the best rally tradition, but some gamers wanted more instant arcade-style thrills. In the sequel, Arcade mode will be totally separate from the main rally game, in an attempt to address the multiplayer factor. Arcade action takes place over unique, looped circuits with six cars burning around them.

ROCK 'N ROLL

The original Rally mode has been greatly enhanced. The graphics are incredibly smooth and natural looking and there's no less than five different modes of play, including another *Colin McRae* first – two-player versus action on one track. Now you and a mate can roll, slip and slide as you thrash your way to the finish.

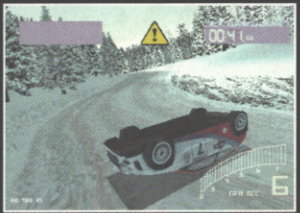
SIM SATISFACTION

Like the first game, the simulation aspects enhance rather than get in the way of the gameplay and this time you'll have to adjust your car's stats according to the tracks you're racing. If the forecast is for snow, then you better make sure you prepare your car for slippery conditions or you'll be belly-up in no time.

LOOKIN' GOOD

Colin McRae Rally 2.0 is shaping up to be a tasty looking game. The graphics really push the PlayStation to the limit and some clever track design ensures there's very little pop-up in the distance. The front-end presentation and replays are top-notch and make you take the game seriously. Don't be put off if you're not a real rally fan, as the inclusion of an Arcade mode makes sure there's something for everyone here. A PC version will follow, too.

LEE SKITTRELL



Um… You should avoid doing this if you can

“Arcade action takes place over unique, looped circuits with six cars burning around them”

We Reckon

With effectively two games in one, *Colin McRae Rally 2.0* has a great deal to offer. With a huge fan base already out there and so many extra features, this new game looks like it'll set the standard for other racers to beat.

WIN £100

TO SPEND ON WHATEVER YOU WANT

Still skint after Christmas? Nay problem – Computer and Video Games can sort you out with £100 to spend on whatever you will. There's no catch – all you need to do is answer the ten pish-easy questions below to stand a chance of winning. Aren't we good to you?

1 When is *Nightmare Creature 2* due for release?

A Before May
B In May
C After May

2 Which upcoming game features the General Lee?

A *Dukes Of Hazzard*
B *Dukes Of Danger*
C *Biohazard*

3 In *Devil Inside*, what's Dave's alter ego called?

A Dave Mark 2
B Diva
C Deva

4 Which sporting star has Codemasters signed up for *World Championship Snooker*?

A Michael Owen
B Steve Hendry
C Mike Tyson

5 What type of game is *Thief 2: The Metal Age*?

A First-person adventure
B Rally sim
C Turn-based strategy

6 *Banjo-Tooie* features:

A A bird and a bear
B A zebra and an ant
C A worm and a slug

7 Which awesome upcoming shooter is from the same team that made *GoldenEye*?

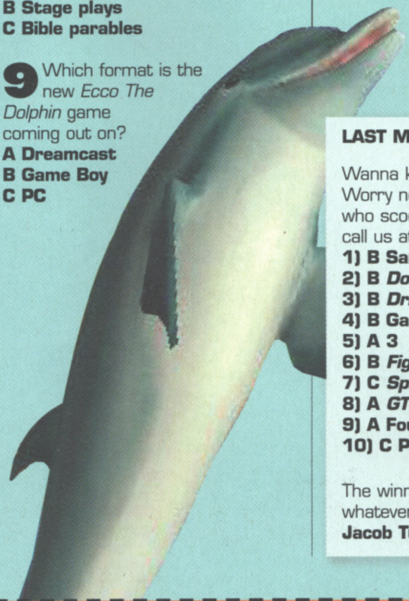
A *Perfect Dark*
B *Vampire: The Masquerade – Redemption*
C *WWF Smackdown*

8 What is *Jo Jo's Bizarre Adventure* based on?

A Comic-books
B Stage plays
C Bible parables

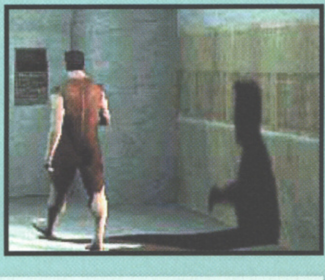
9 Which format is the new *Ecco The Dolphin* game coming out on?

A Dreamcast
B Game Boy
C PC



10 This cool screenshot is from which game?

A *Planet Of The Apes*
B *V-Rally 2*
C *Deus Ex*



LAST MONTH'S ANSWERS

Wanna know if you mastered the quiz in Issue 220? Worry no more, just check out below. We'll tell you who scooped the £100 in the mag, so please don't call us at the office. Ta very much.

1) B San Francisco
2) B *Donkey Kong 64*
3) B *Driving*
4) B Game Boy Advance
5) A 3
6) B *Fighter Pilot*
7) C *Spiderman*
8) A *GT2*
9) A Four-player level
10) C PlayStation

The winner of Issue 219's quiz and £100 to blow on whatever he wants is....
Jacob Tuffnail, Northants

IT'S EASY TO ENTER

All you've got to do is fill in your answers below, cut the coupon out, bung it in an envelope, and post it to us at: Win Some Money, Computer and Video Games, Angel House, 338-346 Goswell Road, London, EC1V 7QP. The first correct entry out of the hat wins. Entries must be in by: Wednesday 12th April 2000. So hurry up.

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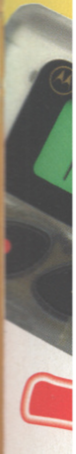

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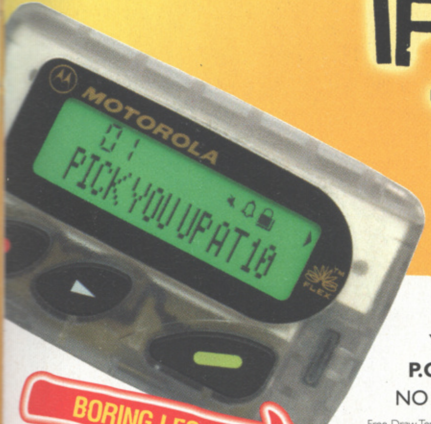
EXTRA LARGE
Capri-Sun
XXL
ORANGE
orange fruit drink made with real juice

IF YOU THINK YOU'RE THIRSTY ENOUGH!

330ml XXL now on sale!



BIG DRINK – BIG PRIZE!

50 PAGERS TO BE WON!

You know what to do! Simply send your name, address, telephone number and age to **XXL Pager Free Draw, P.O. Box 11, Hadleigh, Ipswich, Suffolk, IP7 5DG**. Parental/Guardian consent required for children under 16 years. NO PURCHASE NECESSARY. Closing date for entries 29/04/00.

BORING LEGAL BITS

Free Draw Terms & Conditions 1. Open to all UK residents, excluding employees of Coca-Cola & Schweppes Beverages Ltd, WILD, their agents or families. 2. Children under the age of 16 years must obtain written consent from a parent or guardian. 3. NO PURCHASE NECESSARY. Entries sent through agents or third parties will be void. 4. Responsibility cannot be accepted for entries lost, damaged or delayed in transit to the prize draw address. Proof of postage will not be accepted as proof of receipt. Illegible entries will be void. 5. Only one entry per person. 6. There are 50 pagers to be won. 7. Closing date for entries 29/04/00. 8. The draw will be held 30/04/00 in the presence of an independent observer. 9. Each winner will receive one pager and will be notified by post or telephone by 07/05/00. 10. No cash alternative. Subject to availability. 11. In the event of unforeseen circumstances the Promoter reserves the right to offer an alternative prize of equal or greater value. 12. For a winners' list send a SAE to 'Capri-Sun' XXL Pager Free Draw, c/o Logistix Kids, Penn House, 22 Station Road, Gerrards Cross, Bucks SL9 8EL, after 07/05/00 but before 04/06/00. Winners may be asked to participate in publicity. 13. Entry instructions form part of these terms & conditions.

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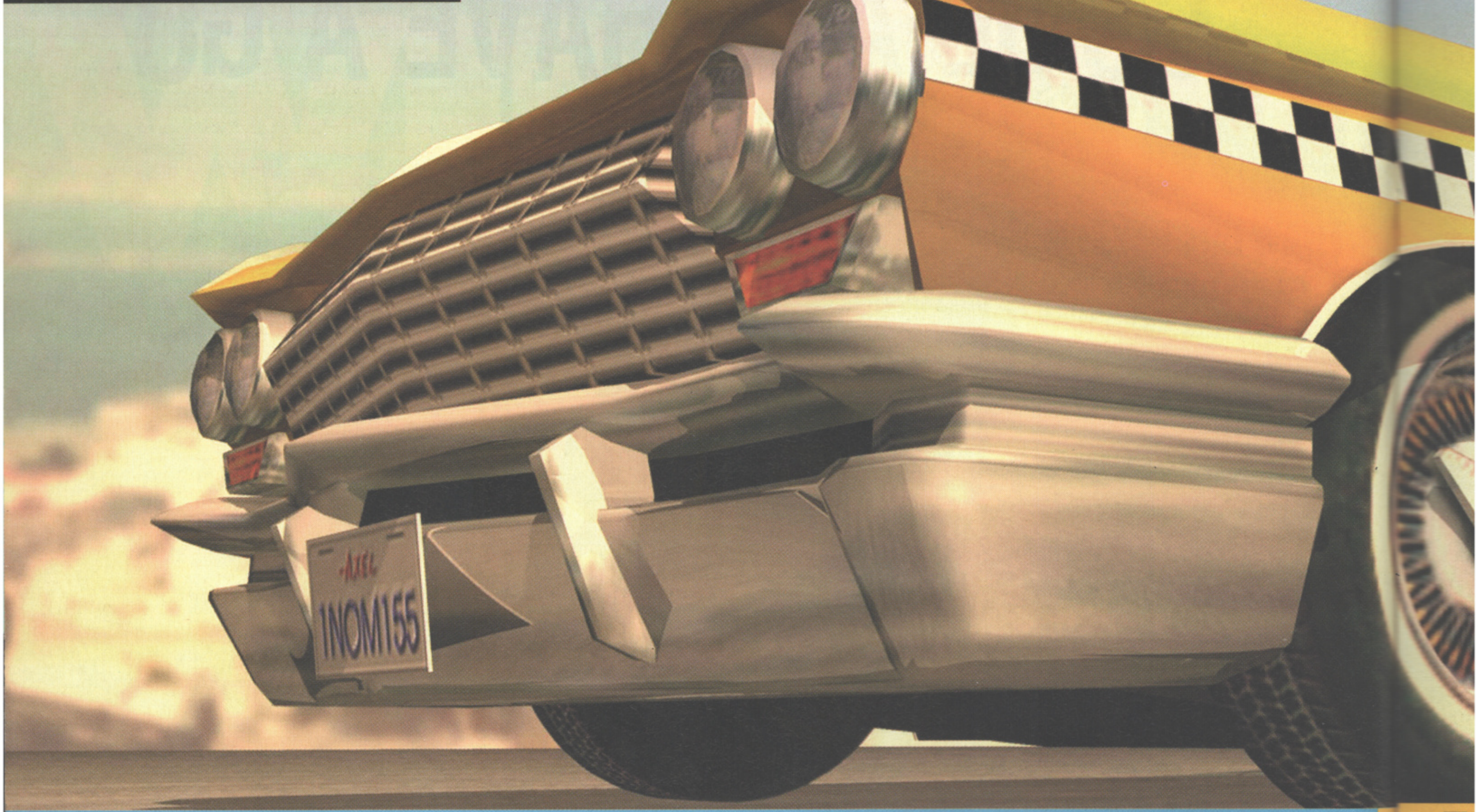


BAD DRIVING KILLS. IT ALSO MAKES FOR A CRACKING CRAZY TAXI SCORE

Drive like an absolute nutter. It's okay – CVG has given you permission. We'll even show you how

THE KNOWLEDGE: DEAN SCOTT

Crazy Taxi is one of the finest DC games yet. At first it might look like any muppet with a driving licence could complete it but the truth is it boasts surprising depth. If you're struggling to get beyond a C class licence in Arcade mode, or finding Crazy Box mode heavy going, you probably need to master a few core techniques to help you rack-up the really big fares. That's where we come in.

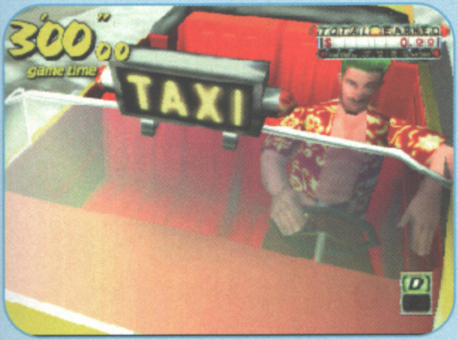
CRAZY TAXI MASTERCLASS

THIS MONTH: Wanna ride?

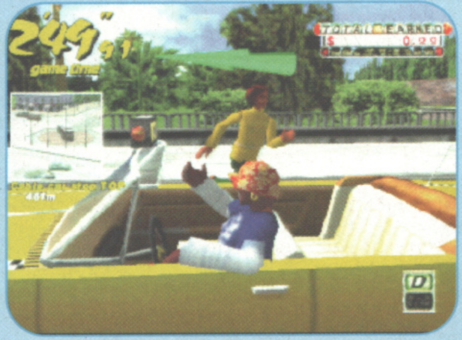
In *Crazy Taxi*, you have to drive a taxi in a crazy manner. Sounds easy enough: idiot cab drivers manage it all day, everyday. But like all great racers, there's more to this than popping the odd 180° handbrake turn. Allow us to tutor you.

THE DRIVERS

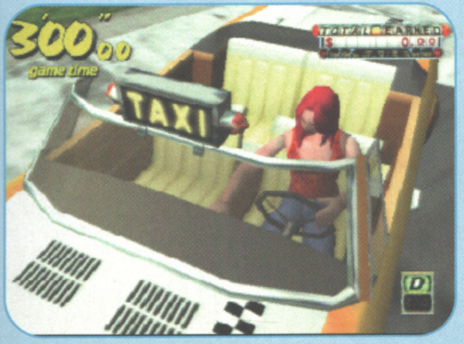
Each of the drivers has their own characteristics. This is important in Crazy Box mode when you often need to plump for handling rather than raw speed.


300"00
game time
TOTAL EARNED
$ 0.00
TAXI
D

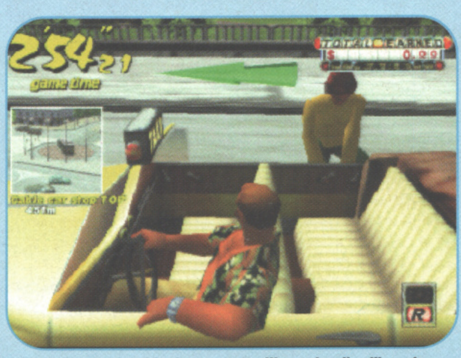
AXEL: No particular strengths or weaknesses. Average all-rounder


249"91
game time
TOTAL EARNED
$ 0.00
D

BD JOE: By far the quickest, but lacks grip when cornering

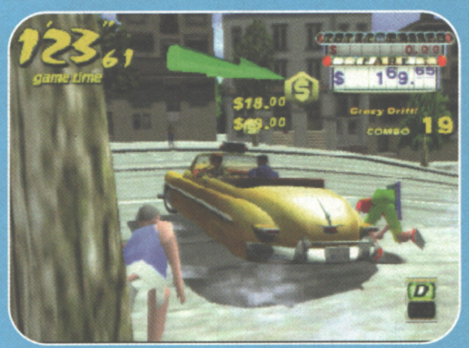

300"00
game time
TOTAL EARNED
$ 0.00
TAXI
D

GENA: Accelerates and brakes superbly. Her top speed is crap


254"21
game time
TOTAL EARNED
$ 0.00
R

GUS: Lacks speed and brakes are poor. His car handles like a dream

TIPS COMBOS

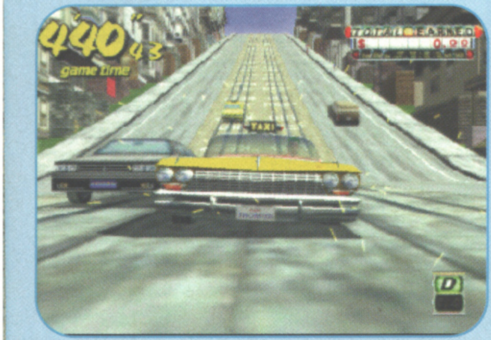

123"61
game time
$ 169.65
$18.00
Crazy Drift!
COMBO 19
D

You'll be surprised how much money you can make in tips in a single trip. The tips system works like this: every Crazy Through, Crazy Jump and Crazy Drift you do in sequence without crashing the car multiplies the tip. Any of these tricks counts in your tips combo, so get used to driving crazy, but safely. If the drop-off zone is large enough, you should routinely be pirouetting 360 degrees inside it with a Crazy Drift before setting down your punter.

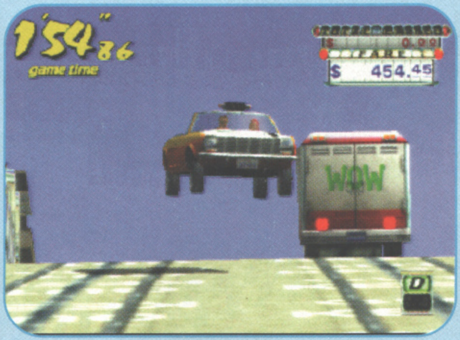
GET CAR-AZY!!!!!

SKILLS TO MASTER

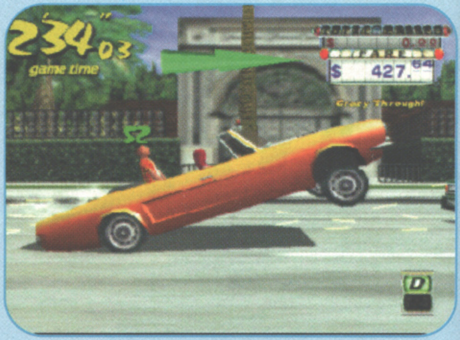
Although the basis idea of *Crazy Taxi* is simple enough, just blasting randomly around the hilly streets isn't going to make you much cash. If you want to go for the big money, then you've got to be a cabbie with crazy car control. You also need the directional sense of Mr Ordinance Survey. Master the following tricks, and you'll be game on.



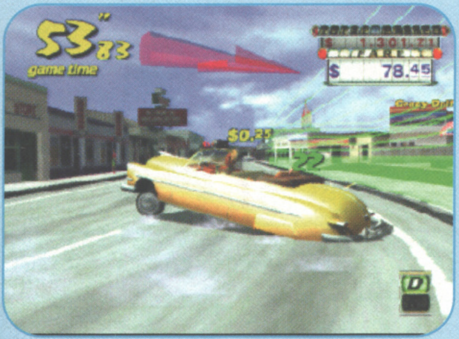
CRAZY THROUGH Squeeze through two moving cars and you bag a Crazy Through bonus. You can also score this by passing another car at extremely close quarters. Remember not to clip the other cars though, as this will bring your tips combo to an abrupt end



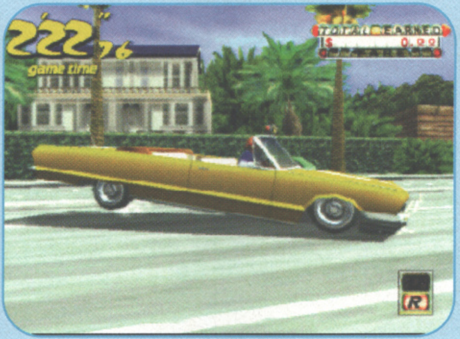
CRAZY JUMP Any time you're flying through the air your passenger will be most impressed. The longer the flight the better the tip, so start jumping off freeways and car parks as well as those handily located lorry trailers



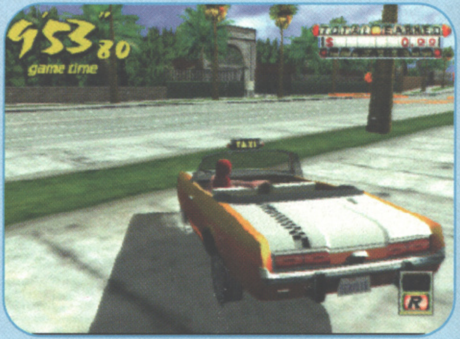
CRAZY DASH Every time you move off you should be performing a Crazy Dash. Hammering drive and accelerate at the same time sends you flying off the mark. Use the same technique while driving to over-rev the engine and get a few more mph from your motor



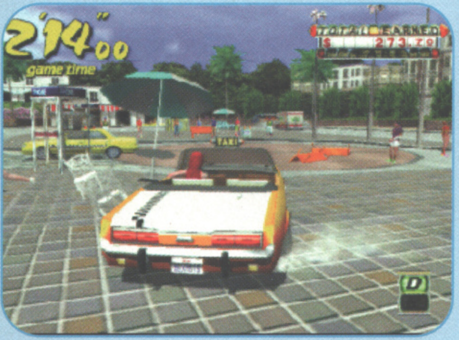
CRAZY DRIFT Sussing out how to powerslide around the streets is central to cutting journey times, getting bigger tips and impressing your mates. To initiate a drift, you need to execute a quick button combo – and we're talking tenths of a second here. While going forward, bang the car into reverse and back into drive, steering hard to the left or right as you do so. The car will start to slide sideways. Pretty soon you'll be showboating like never before



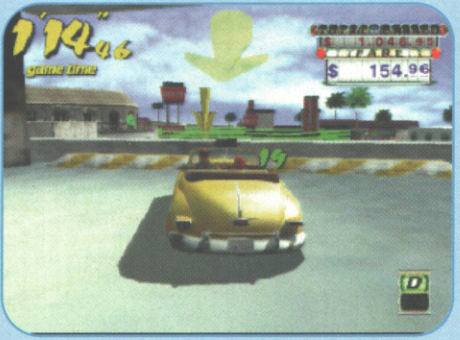
CRAZY STOP When you've stopped just short of a pick-up zone and need to quickly get over those final few meters, do a Crazy Dash. Then, if you quickly slam it into reverse and hit brake, you'll stop dead, saving you vital seconds. You can also use this technique when you've been driving a while. Do a Crazy Dash to over-rev the engine, then do the Crazy Stop combo. You won't stop dead, but you'll slow a hell of a lot quicker than with braking alone



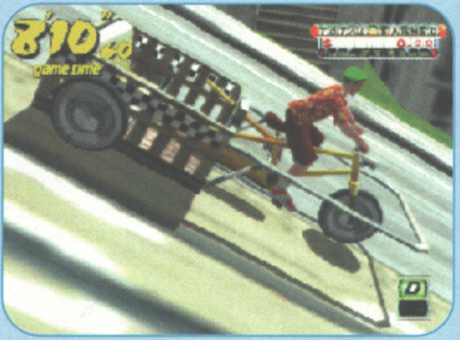
CRAZY BACKDASH Another easy one. Bang it into reverse after executing a successful Crazy Dash and you'll carry the speed into reverse. It's the skill you'll use least of all, but it does come in handy if in your haste you stop just at the far edge of a pick-up spot. When you finish the game, we dare you to select the 'front of car' angle and attempt to drive around in reverse. If you can still rack up a respectable score, CVG salutes you



CRAZY SPIN With the car stopped, you can get it to spin on the spot – ideal for a quick U-turn. Select drive, hammer on the accelerator and steer hard to the left or right. The car will begin to spin and when you're facing the right way you can execute a Crazy Dash to cane off in the right direction. This trick is particulary useful on the Crazy Box levels, but most of the time in the main game you are just as likely to do a quick 180° Crazy Drift



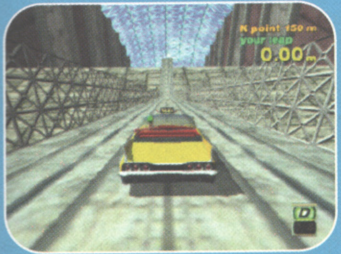
DIRECTIONAL SENSE Don't always follow the arrow to your destination. If you think you know a quicker way, then go for it. Eventually your *Crazy Taxi* knowledge will be such that you won't need the arrow anyway. Driving up the multi-storey car-park and out of the side is a famous shortcut, and you'll need lots more like it. For an added challenge, press and release R and then hold R again as you select your cabbie. This gets you into 'Another Day' mode, where your directional sense will be fully tested as all the punters are scattered in different places



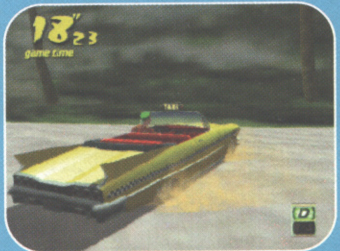
SECRET VEHICLE *Crazy Taxi*'s secret vehicle is a superbly quick little bike/cart combination. It Crazy Drifts like a demon, and you look a dude driving it. You can unlock it by completing all the Crazy Box levels with the advice on the following page, or you could take the easy option. Pressing L R L R L R before selecting your driver will unlock it for you. (You really need to hammer the buttons quickly in a rhythmic sequence)

CRAZY BOX MODE

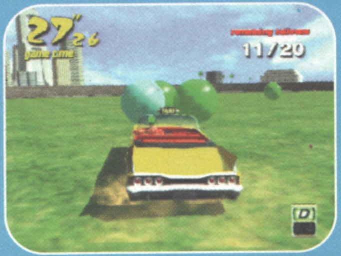
This superb addition over the arcade machine is a fierce test of gaming skill. Now you've learned the tricks of the trade, we'll show you how to put them to best use, blitzing the Crazy Box mode. It teaches you the best circumstances to be using the various tecniques, so next time you play in Arcade mode you instinctively drop in stunts



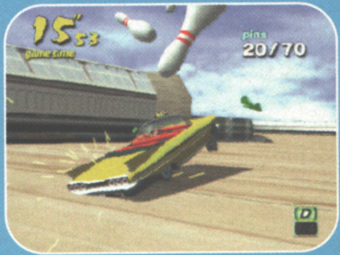
1-1 CRAZY JUMP
Simply do a Crazy Dash to start and you'll sail well over 170m. Without it, you'll struggle to hit the 150m mark and fail



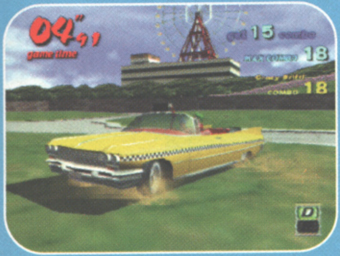
1-2 CRAZY FLAG
Do a Crazy Spin and turn through 180 degrees, before Crazy Dashing off towards the flag. Over-rev the engine all the way for a quick time



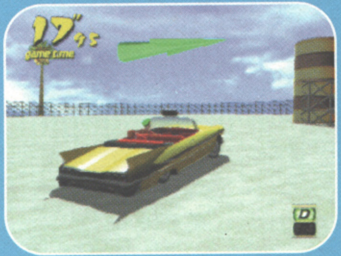
1-3 CRAZY BALLOONS
Easy. Drive like a maniac, or skillfully drfit it. The only critical part is hitting the cluster of three head on, so you can pop the third by going straight



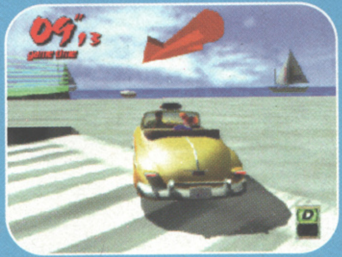
1-S CRAZY BOWLING
Driving straight at the first pin might strike, but powersliding sideways into them will take them all out and leave you facing the right way



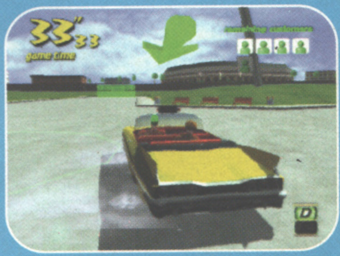
2-1 CRAZY DRIFT
This is a piece of cake when you've mastered drifting. Just get some speed up and let rip. You'll be able to get at least 360-degree turns in before the time runs out, aceing the challenge



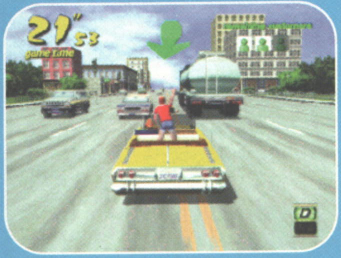
2-2 CRAZY TURN
You don't have to use the drift on the corners here to do this, but it makes the job a lot more comfortable if you do. Make sure you know where the drop zone is at the bottom and you'll be OK



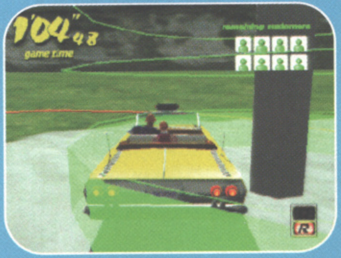
2-S CRAZY ZIG-ZAG
Staying out of the water here is tough. Select Gus and you won't need to risk a drift. Simply steer hard over the inside edge of each corner, braking slightly for the last two. You'll cruise it



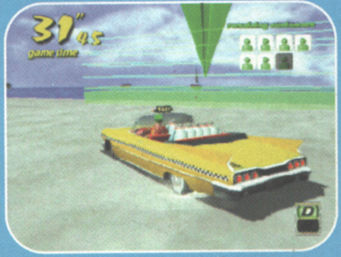
3-1 CRAZY RUSH
Good car control is key here. Spin on the spot before Dashing off at the desired target. You can save time by Crazy Drifting 180 to a stop in the drop-off zones. Or use Crazy Stops at least



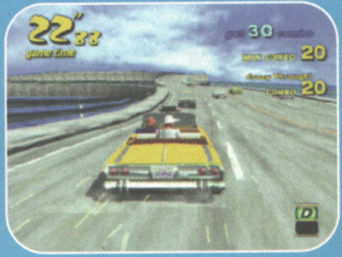
3-2 CRAZY JAM
Deceptively tough. The first drop is easy – Crazy Dash and then Crazy Stop, but don't scare your next pick-up away. Second passenger is tough, because traffic is thick and you can't afford to crash once. Watch your back at each junction and take BD Joe as your driver for the best chance



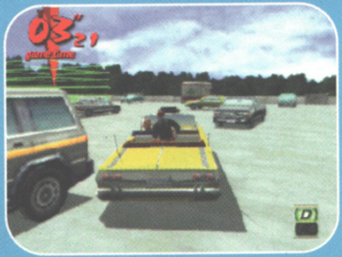
3-3 CRAZY POLE
Don't crash into the poles to stop – you'll lose time as you pull away. Crazy Stop just inside each pole and you can pull away quickly without clipping it. Master this tricky technique and the rest is easy. You can plough into the last pole if you really want to



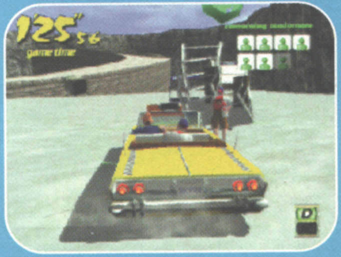
3-S CRAZY ZIG-ZAG 2
This is hard. You'll have to master the judgement of sliding in sideways to a standstill to make each drop off. It comes with practise and you can't do it any other way. If you're having to reverse you're losing too much time, and your granny passengers will let you know about that

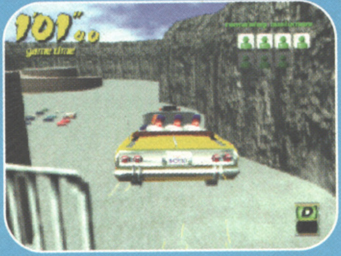


S-1 CRAZY THROUGH
Take it steady at first. If you crash your combo is null and void. Break for the hills and rack up the easy passes. You should be in the 20s when the road forks. Take the left and head into the oncoming traffic. Survive a few seconds in the on-rush and have the score cracked in no time



S-2 CRAZY PARKING
Take BD Joe and Crazy Drift the corners as you head up top. When you get to the top deck, weave your way between the rows for best results. Cutting across risks a crash and lost time





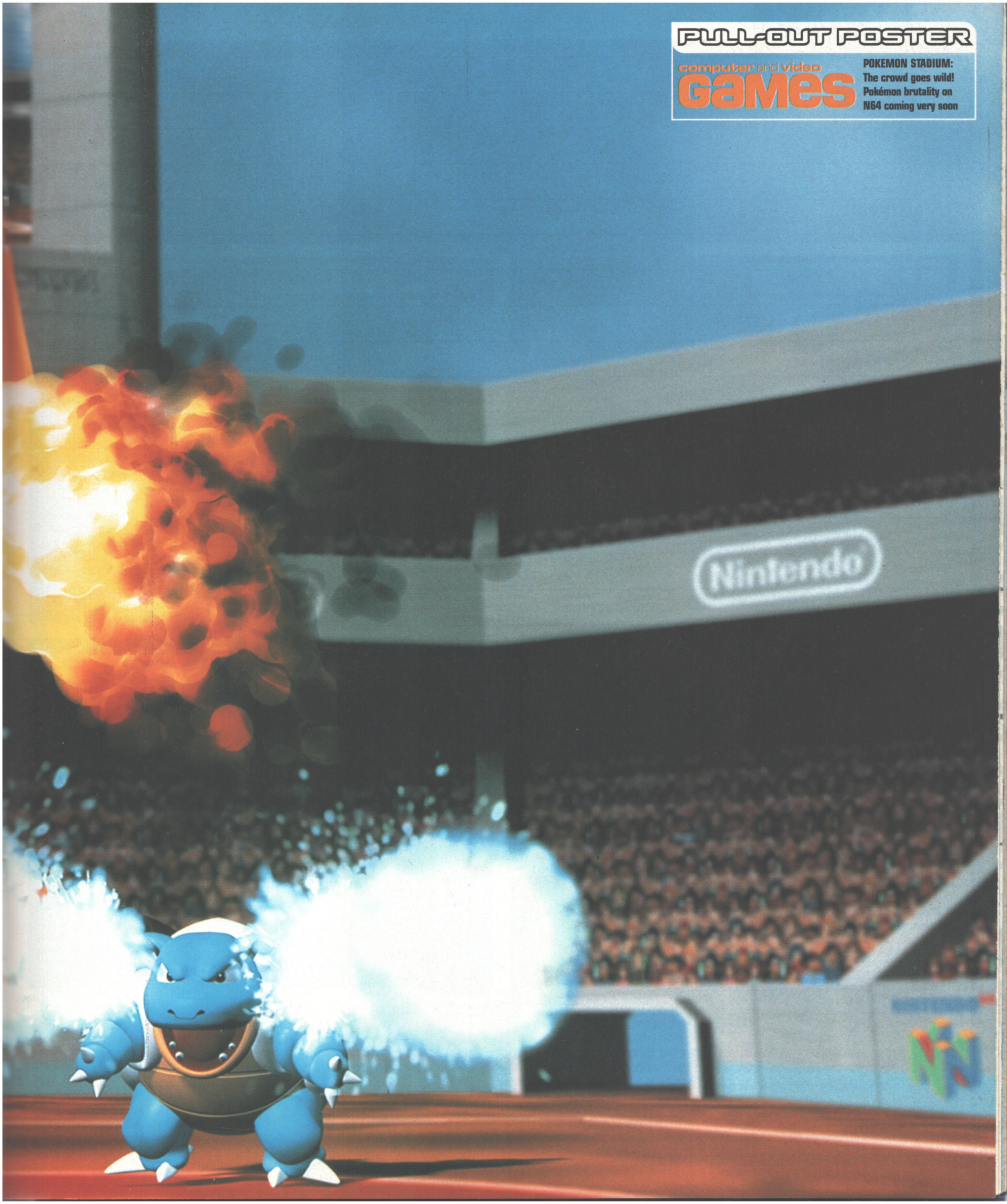
S-3 CRAZY PARTY
Pick up all seven like this: Do a slight right straightaway and get the 'boxes' guy. Directly behind is 'phone booth' man. Bag him and get up the skittles ramp. Grab the dude at the top and drive off the left edge into the car-park for man number four. Do the spiral next. Make sure you've got enough speed for the jump with Crazy Dashes and pick up the next two. You need 13 seconds after the last pick up to make it

THE LAST STAGE
The last level needs all your skills and you need to over-rev the engine constantly. We won't ruin it for you because you'll get a real rush cracking it on your own. Solution next month if you're still struggling

PULL-OUT POSTER

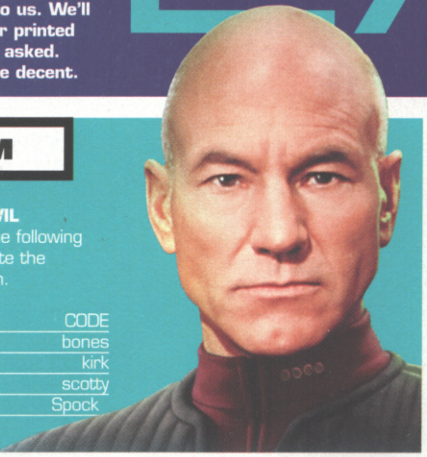
computer and video GAMES

POKEMON STADIUM: The crowd goes wild! Pokémon brutality on N64 coming very soon


Nintendo
NINTENDO 64

What could be better than playing a game you love for ages and getting paid for it? That's what this tips section is all about. Find out some tips, cheats, secrets, passwords... something that's hot and will help out other Computer and Video Games readers, then send them into us. We'll give the writer of each letter printed a crisp tenner, no questions asked. Just make sure your tips are decent.

EASY



PC CD-ROM

STAR TREK: HIDDEN EVIL

Cheat mode: Enter one of the following codes during game to activate the corresponding cheat function.

EFFECT	CODE
Hydrospray	bones
Unlimited health	kirk
All keys and passcards	scotty
Level skip	Spock

Ian Short, London

HALF-LIFE: OPPOSING FORCE

Cheat mode: Load game with hl.exe -dev -console -game gearbox command line. Press ~ during gameplay and enter one of the following console commands to activate the corresponding cheat function:

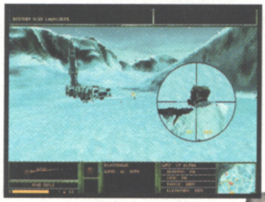
EFFECT	CODE
All weapons and ammunition	impulse 101
God mode	/god
No clipping and flight modes	/noclip
Level select	/map <map name>
Spawn item	/give <item name>
M249 ammo	/give ammo_556
Sniper rifle ammo	/give ammo_762
Adjust gravity	sv_gravity <-999 - 999999>
Spawn weapon	/give weapon_<weapon name>

ORIGINAL LEVELS:You can play all the *Half-Life* levels that Gordon Freeman went through as Adrian Shepherd, but in the lab none of the scientists will talk to you.
HIDDEN AUDIO: Approach the boss of *Opposing Force* to hear backwards-audio composed of the phrase "To win the game you must kill me, Randy Pitchford" when played correctly. Randy Pitchford is the leader of the development team at Gearbox Software.

Jerry Marker, Southend

DELTA FORCE 2

CHEAT MODE: Press [apostrophe] to display the console (the key below [Esc] and to the left of 1). Then, type one of the following codes and press [Enter] to activate the corresponding cheat function:



EFFECT	CODE
God mode	thetrooper
Reload ammunition	sunandsteel
Unlimited ammunition	diewithyourbootson
Invisibility	stilllife
8 artillery rounds	revelation

CHEAT MODE (DEMO VERSION): Press ['] to display the console. Then, type the following code and press [Enter] to activate the cheat function.

EFFECT	CODE
God mode	imnotafraidtofight

Richard Charles, Oxford

GAME BOY COLOR

Lotsa hints from our Kevin Kavanagh from Liverpool. Have a tenner, Kevin!

KONAMI GAME BOY COLLECTION – VOLUME 1

BONUS ROOMS (*CASTLEVANIA* ADVENTURE):

LEVEL 1 – Find third set of rolling eyes. Climb rope into ceiling.
LEVEL 2 – Find bridge. Move down to rolling eyes falling to right with stairs leading in same direction. Destroy one eye so it explodes on second step from bottom. Fall down hole created by explosion. Climb down invisible rope into bonus room.
LEVEL 3 – Just after escaping from third set of spikes and when your character is in narrow passage, a room will appear on left with a solid wall to right. Climb rope almost to top, jump off to right and through wall.
LEVEL 4 – Locate room that seems empty except for a large figure that throws boomerangs. Climb rope on right about half-way and jump off, back to middle. Your character should land on an invisible floor. Follow floor to centre of screen and climb invisible rope through ceiling.
UNLIMITED LIVES (*CASTLEVANIA* ADVENTURE): Locate secret room in level 1 containing rope. Climb rope to top of screen and through ceiling. Collect extra life, plus extra life later in level. When you have both, intentionally die. Repeat procedure.
LEVEL SELECT (CONTRA): Press Up(2), Down(2), Left, Right, Left, Right, B, A, B, A, Start at title screen.

DREAMCAST

Dreamcast cheats from Paul Eals, Taunton. Ten pound for you Paul.

VIRTUA STRIKER 2

MVP YUKI CHAN TEAM: Select Arcade mode, highlight Yugoslavia at the team selection screen then press Start. Highlight USA. Highlight Korea. Highlight Italy. The MVP Yuki Chan team will appear above Japan.
ROYAL MVP GENKI TEAM: Enable the MVP Yuki Chan team code. Highlight the MVP Yuki Chan team then hold Start and press A. The word Rainbow will be spoken to confirm correct code entry. FC Sega team: Select Arcade mode, highlight France at the team selection screen. Highlight Chile. Highlight South Africa. Highlight England. Highlight Germany. Highlight Argentina. The FC Sega team will appear in the corner of the screen.
ALTERNATE UNIFORMS: Select Arcade mode and highlight a team. Then, hold X + Y and press A, or R + A, or Start + A.
BONUS TEAMS: Successfully complete Ranking mode with a good grade to unlock the team that was defeated in the finals. The teams may be selected in any mode except for arcade

BUZZIN
BRIDGESTONE
zepter

F1 WORLD GRAND PRIX

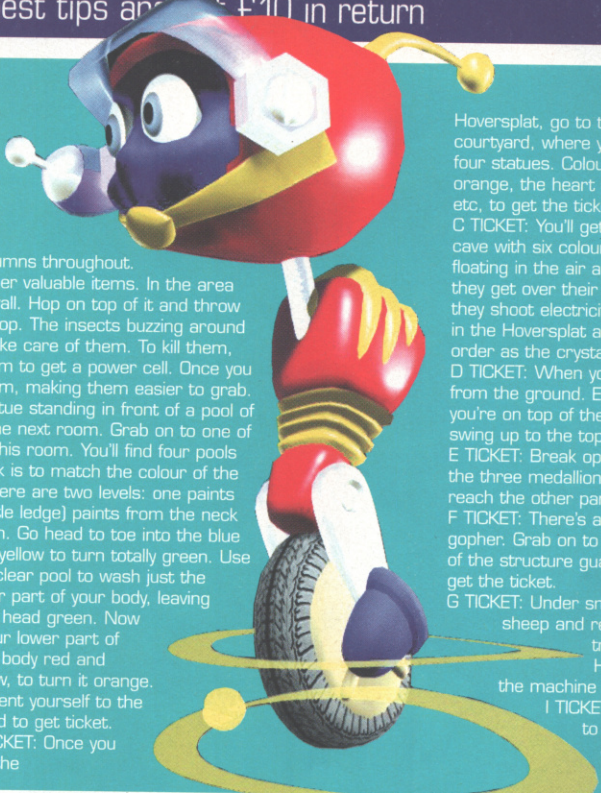
Monaco track: round the first corner, going into the second, there's a Shell sign. Follow it round and you'll find a white strip (do a 180 degree turn). Go through, over the road and head towards the harbour. You'll suddenly pop out around the track.

S. Thompson, Great Yarmouth

MONEY

Send in your best tips an [illegible] £10 in return

NINTENDO 64



ROCKET: ROBOT ON WHEELS

Eric Thorn of Burton has sent in a level walkthrough for a tough bit of this N64 game – and grabs himself a tenner!

LEVEL: Paint Misbehavin'. There are small columns throughout. Slam the columns to get tinker tokens and other valuable items. In the area where you start, see the sheep stuck to the wall. Hop on top of it and throw more sheep on the wall, to get you up to the top. The insects buzzing around can cause damage if you don't know how to take care of them. To kill them, grab on to them with your beam and slam them to get a power cell. Once you learn the freeze move, you can also freeze them, making them easier to grab.
A TICKET: Explore the area, until you see a statue standing in front of a pool of water. The statue will be throwing rocks into the next room. Grab on to one of the rocks as he throws it to be launched into this room. You'll find four pools of water – red, blue, yellow, and clear. The trick is to match the colour of the uniform the guard is wearing. On each pool, there are two levels: one paints you from head to toe, and the other (on the little ledge) paints from the neck down. Go head to toe into the blue and yellow to turn totally green. Use the clear pool to wash just the lower part of your body, leaving your head green. Now colour lower part of your body red and yellow, to turn it orange. Present yourself to the guard to get ticket.
B TICKET: Once you find the Hoversplat, go to the courtyard, where you'll find four statues. Colour carrot orange, the heart green, etc, to get the ticket.
C TICKET: You'll get to a cave with six coloured balls floating in the air and when they get over their colours, they shoot electricity. Get in the Hoversplat and paint them so they're in the same colour order as the crystals on the ground.
D TICKET: When you get the B ticket, a small building will rise from the ground. Enter and make your way to the top. Once you're on top of the building, use the small balls on a string to swing up to the top and get the ticket.
E TICKET: Break open all the small columns you find and you'll get the three medallions. Bring them back to the gate to open it and reach the other part of this world.
F TICKET: There's a tree in the meadow, guarded by a stupid gopher. Grab on to its handles and swing around to reach the top of the structure guarding the ticket. Step on the green switch to get the ticket.
G TICKET: Under small dock where you first find the dolphin, use a sheep and release it underwater under the dock. This will trigger the door opening and give you the ticket.
H TICKET: Find all the machine parts to start the machine and get the ticket.
I TICKET: Go through the green rings with the dolphin to get the ticket.
J TICKET: With the dolphin, follow the water as far as you can to get the ticket.

PLAYSTATION

SILENT HILL

TO GET THE HYPER BLASTER:
There are five endings to *Silent Hill*. The Hyper Blaster is obtained by unlocking the ending involving the UFO.

How to unlock the UFO ending?
Use the channeling stone at these locations:
OLD SILENT HILL: On the roof of the Alternate School
ALTERNATE CENTRAL SILENT HILL: Right outside the hospital before fighting the Moth/Adult Grub.
RESORT AREA: Norman's Motel, in front of the apartments.
RESORT AREA: On the bridge of the boat.
ALTERNATE RESORT AREA: Roof of lighthouse.
Daniel Hurtley, Hucclecote

THRASHER: SKATE AND DESTROY

EXTRA POINTS: Pause game during a timed run. Hold L1 + L2 + R1 + R2 and repeatedly press Circle to increase your score 5,000 points at a time. This allows all courses, all sponsors, and all tricks to be unlocked easily as you successfully complete each course.
Jeremy Dart, London

DINO CRISIS

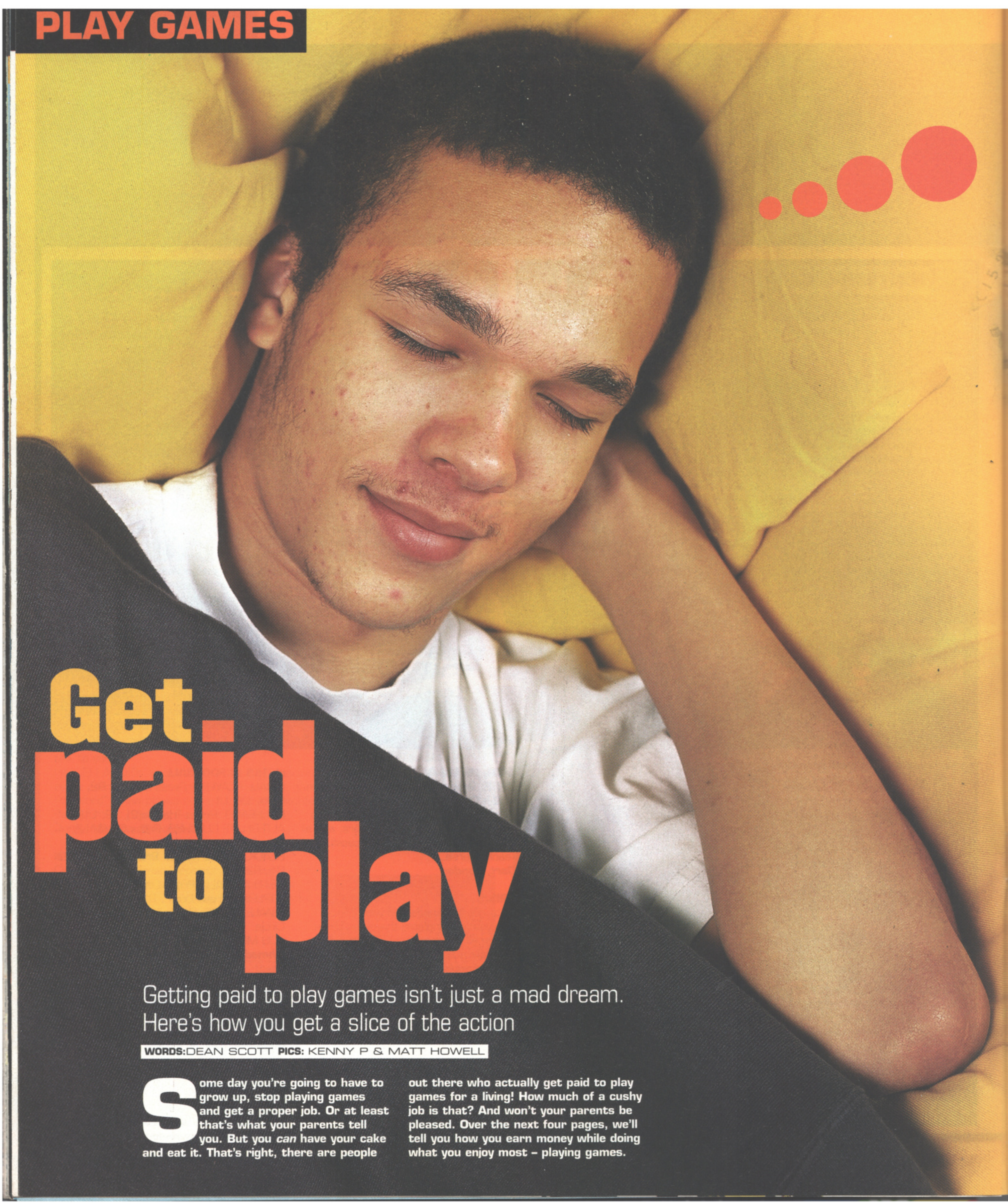
Here's how to get a grenade gun with infinite ammo. Once you've completed the game three times and seen all three endings, Regina will have the grenade gun and infinite ammo.
Elliot Russell, London

SPYRO 2: GATEWAY TO GLIMMER

AUTUMN PLAINS ORBS: Before the stairs leading to the boss are some cracks in the wall which you can ram. Use the whirlwind, and then the next one, to reach the high tower. From here, look ahead and you'll see a tall platform in the distance, outside and to the left of the outer wall of the main yard. Glide to it and get the Orb.
Christopher Hyde, Sleaford

THIS IS FOOTBALL

SMALL PLAYERS: Press Square, R2, Right, L2, L1.
BIG HEADS: Press Triangle(2), L2, L1(2).
ALTERNATE CLOTHES: Press Circle, L2, Left, R2, Triangle.
BLACK/WHITE MODE: Press Up, R1, L2, R1, R2.
HEAD AS BALL: Press Left, L1(3), R2.
TOPLESS: Press Down, R2(3), Triangle.
SMALL HEADS: Press R2, Down, L2, L1, Circle.
70S MODE: Press L1, R2, L2, Circle, R1.
Ahmed Thompson, Bradford



Get paid to play

Getting paid to play games isn't just a mad dream. Here's how you get a slice of the action

WORDS: DEAN SCOTT **PICS:** KENNY P & MATT HOWELL

Some day you're going to have to grow up, stop playing games and get a proper job. Or at least that's what your parents tell you. But you *can* have your cake and eat it. That's right, there are people out there who actually get paid to play games for a living! How much of a cushy job is that? And won't your parents be pleased. Over the next four pages, we'll tell you how you earn money while doing what you enjoy most – playing games.

OUR PANEL

Name: Rich Marsh
Occupation: Staff Writer on Nintendo Official Magazine

Name: Jenny Fields
Occupation: Games Counsellor at Nintendo Hotline

Name: Jonathan Cronin
Occupation: Sales Assistant at Computer Exchange

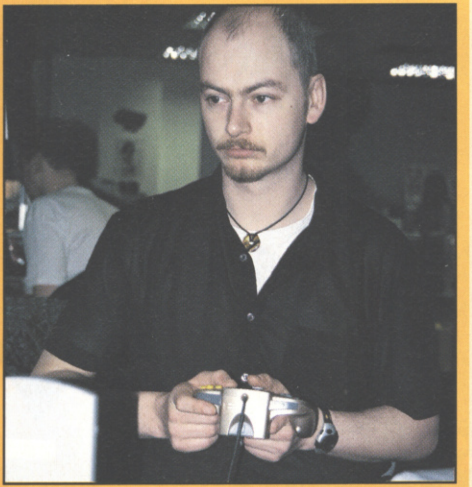
Name: Marlon Grant
Occupation: Assistant Senior Test Engineer at publisher EIDOS

Name: Nick Phillips
Occupation: Senior Artist at *Wipeout* creators Psygnosis

Can you match up our panel with the number of hours they spend playing games each day? We bet you get at least two wrong…

30 mins **45 mins** **3 hours** **6 hours** **11 hours**

TURN OVER, LIVE YOUR DREAM



THE SCRIBBLER

3 hours

FANCY WRITING A GAMES MAG?

Reckon you could cut it on a games magazine? Do you dream of seeing your name in print and getting to play all the latest games before everyone else? Read on, dude.

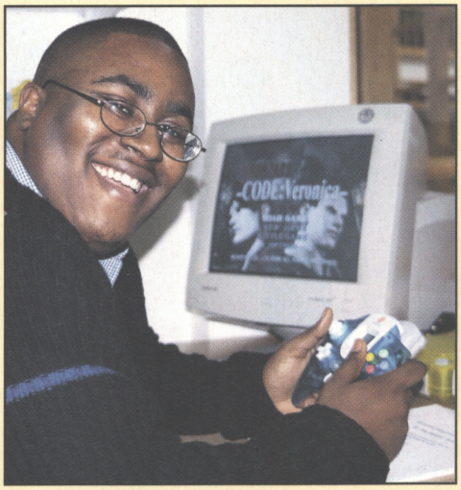
Job: Games journalist
Starting salary: Around £11,000
Skills required: Enthusiasm, knowledge of games, skill at games and the ability to see why they do or don't work. To be able to articulate this in good written English. Good academic qualifications will help, but aren't essential if you're enthusiastic enough.
Average daily play time: 3 hours
How to apply: Look for job ads in your favourite magazine. Keep an eye on the The Guardian media jobs section on Mondays, or apply to editors direct. Work experience will get your face known.

"If you've got what it takes, this really is a fantastic job. Every day is different and you really are at the cutting edge of the games industry. There's a lot more to it than just playing games: you'll be expected to write 20 or so pages of the mag each month, do all your own screenshots and go out and meet developers and games PRs. It can be hard work, but it's always fun."

Rich Marsh, Staff Writer, Official Nintendo Magazine

PROS
- Get to play all the latest games first – and for free
- Get paid to write about a topic you love
- Get a real buzz seeing your name in print
- Occasional trips abroad to see new games
- Get to work with lots of people your own age and with similar interests

CONS
- Don't get to play the games for as long as you'd like
- Can be really pressurising, especially when the mag is on its deadline
- Have to do your own screenshots, which takes ages
- Wages aren't great
- Writing players' guides is stressful



THE TESTER

11 hours

ANY GOOD FINDING PROBLEMS IN GAMES?

The games industry employs gamers to test pre-production software for gameplay flaws and bugs. You need to be devoted, but your gaming skills will be put to good use.

Job: Play tester
Starting salary: £8-10,000
Skills required: You need to be enthusiastic about the industry and a good knowledge of computers would help. You need to be able to play games well, applying yourself to any title.
Average daily play time: 11 hours
How to apply: There are agencies that specialise in recruiting for the games industry. You can also apply directly to companies.

"I love this job because you get to test games that no-one else has seen yet. Your input then helps shape the game. You also get your name listed in the credits and in the manual, which is something to be proud of. I used to look at those names in the manual and wish it was me, and now it is."

Marlon Grant, Assistant Senior Test Engineer, EIDOS

PROS
- Working for one of the top games publishers in the UK
- Playing unreleased titles long before the general public
- Hearing all the latest industry info before anyone else
- Giving feedback on a game during testing and seeing your ideas implemented
- Helping to make the games as good as possible for the general public to play

CONS
- Almost no free time and long hours
- Tough competition for the few positions in this type of work in the UK
- Testing some games for a long period of time can become very tedious and boring
- Pay can be very low when starting out
- Testers are not respected enough in the industry

THE SALES GEEZER

30 mins

DO YOU HAVE THE KNOWLEDGE TO WORK IN A GAMES SHOP?

Think the geezer who sells you your games is just any old sales assistant? Think again. You need people skills and a good knowledge of games.

Job: Games shop assistant
Starting salary: Around £10,000
Skills required: Experience in retailing is preferred, but not essential. A good knowledge of games is vital to answer customer queries. Good personal skills, friendly and helpful attitude. Strong maths is also a big help.
Average daily play time: About 30 minutes, when you demo software to customers. Lots more at lunchtime and after work.
How to apply: Best to apply to the store directly. Failing that, keep an eye out in the local paper and the job centre.

"This is an amazing place to work. Computer Exchange sells everything: import games, UK releases and retro stuff. You get to know all there is to know about games. Your work mates are cool, and you get to have a laugh. It's much better than doing an office job! And I should know: I trained as a lawyer."

Jonathan "Cornelius" Cronin, sales assistant, Computer Exchange

PROS
- If you love games, you'll be surrounded by them all day long
- Instant access to a massive games library
- Relaxed, fun working environment
- Get to play every new game that's released
- Get a buzz out of giving customers good service

CONS
- Have to stand on your feet all day
- You're at work to work, not to play games all day
- Occasional difficult customers are a challenge

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Job: G
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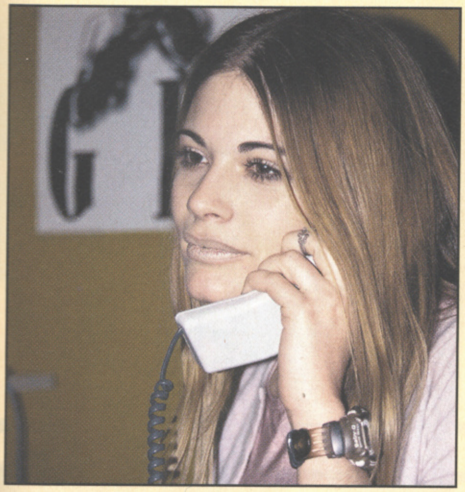

THE TIPSTER

6 hours

NOT EVERYONE'S AS GOOD AT GAMES AS YOU. WANNA HELP THEM OUT?

When you're stuck on a game, who you gonna call? Tips lines are there to help you out when your brain just can't figure where to go next.

Job: Games councillor
Starting salary: Around £10,500
Skills required: A passion for the games you'll be helping people out with. You'll get to know them inside out. GCSEs will help you stand out from other applicants and you need to be able to explain things clearly to help out gamers who are stuck.
Average daily play time: 6 hours
How to apply: Write to the company direct and convince them you know your stuff. You should also keep your eye on job ads in the local paper.

"I get paid to do something I'd probably do for free. I love Nintendo games and I play them all day and help people out. As well as getting job satisfaction, you become a fountain of games knowledge. We've got computer databases, players' guides and cheat books to refer to, but most of the answers come straight out of our heads, because we know so much."

Jenny Fields, Games Councillor, Nintendo Hotline

PROS

- You really do get to sit around playing games all day
- Get hold of games early, to make sure you're clued up for when they are released
- Play brilliant games in incredible depth and learn them inside out
- Relatively good wages
- Get to speak to lots of different people

CONS

- Can be boring answering the same questions day in, day out
- Some callers refuse to believe you when you tell them, 'there's no easy way of doing it'
- Don't want to play games as much when you get home

THE GAMES ARTIST

45 mins

RECKON YOU'RE GOOD ENOUGH TO MAKE GAMES?

Not all of us want to play games all day. If you're seriously artistic, or if you've just got some brilliant ideas, and you're right into video games, why not combine your talents?

Job: Senior games artist
Starting salary: £16,000 for an untrained junior
Skills required: The most important attribute a budding games designer needs is a good imagination. Your brain needs to be bursting with original and clever ideas. You don't need to be brilliant at drawing either: games companies need skilled animators, texture designers and model makers as well as pencil and paper types. There's no minimum qualification, so you don't necessarily have to go to art college.
Average daily play time: 45 minutes
How to apply: Check out which company you'd like to work for and write to them. New jobs come up all the time. If you can convince a games developer that you're keen and you've got a load of amazing ideas to show them, you might just get in.

"Getting paid for something that you love doing – being creative – is great. I enjoy playing games but I don't get to play as much as I would like to. I work with really good people – the whole studio is excellent. You get recognition and accolades for the hard work you've put in to make a game good – Wip3out won the Best Visual Design Bafta and Ministry of Sound Best Game of the Year award."

Nick Phillips, Senior Artist at Psygnosis (creators of *Wipeout* series)

PROS

- Awards and accolades when you get it right
- Good starting salary including bonuses and royalties
- Get a buzz from making something that players drool over

CONS

- Towards the end of a game's creation process you'll be working through the night
- You create the game but have no control over what finally happens once it leaves your offices
- A game can be critically acclaimed but if it doesn't sell loads then it can be branded a flop, no matter how good it is

CVG'S DIY CAREER GUIDANCE

The jobs are out there, but only the best people get in. The games industry needs fresh talent as it continues to grow and these people don't just appear from thin air. It really could be you. But how do you know which job suits you best? Easy. Our quiz will work it out for you:

1/Do your teachers or family bang on about how creative you are?
a Too right, I wish they'd shut up
b From time to time
c Only when I'm explaining why I stayed up all night playing computer games
d Yes, but with other people's ideas
e Nope. But it's financial acumen that counts, anyway

2/Do your mates always come to you if they want to know anything about computer and video games?
a Yeah, I am the fountain of all knowledge and still have the first copy of CVG I ever bought
b Sometimes – I know a bit about a lot of games and a lot about a few games
c I'm not their first port of call but they know I'm well clued-up
d Only if they're desperate
e Games knowledge = potatohead = not likely, pal

3/Do you have problems getting most people to understand what you mean?
a In a word, no
b Rarely
c They know what I'm on about mostly
d Who cares so long as the people that count do
e Do the seagulls follow the trawler?

4/What are your best ever gaming moments?
a Every time I complete a game is the best
b Realising I've just found something totally cool hidden in a game I've been playing for ages
c Finding I've had the time to play the same game four hours on the trot
d Discovering a game really is as good as the hype
e Successfully loading any game

5/How long does it take you to suss how a game works and why it's good or bad?
a Next to no time – I could even tell you about the artificial intelligence routines of every game I ever played
b I can tell you whether a game's any good pretty quickly
c I only need to play one or two levels to know if I like it but I can't put my finger on why
d I know all about whether a game's cool long before they're released
e What does it matter so long as it looks good?

WORK IT OUT

Check your answers against the table below. Every answer has a score. Tally your points for all five questions, then compare with the bottom chart. High or low scores don't necessarily mean the best jobs...

Q1 **a** 2; **b** 5; **c** 3; **d** 4; **e** 1
Q2 **a** 4; **b** 5; **c** 1; **d** 3; **e** 2
Q3 **a** 5; **b** 4; **c** 1; **d** 3; **e** 2
Q4 **a** 4; **b** 3; **c** 5; **d** 1; **e** 2
Q5 **a** 3; **b** 5; **c** 4; **d** 1; **e** 2

0-4 points – Moron, you didn't even answer all the questions. Leave the games industry well alone
5-9 points – Congrats, you could be a games shop assistant
10-14 points – You've got what it takes to join a games development team
15-19 points – Why waste time doing anything but playing games? Become a play tester
20-24 points – Tipster is your middle name
25 points – Sorry, you may qualify but CVG currently has all the writers it needs

PlayStation

CRAVE
ENTERTAINMENT

ASCII

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ARE YOU OBSOLETE?
79268
GALERIANS
ガレリアンズ

THIS MONTH: Eat me, motherf..

You cracked *Res Evil 3: Nemesis* and you're sitting back all smug. Now do it in Hard mode. You can't? Well that's where we come in – our 24-step guide shows you how to beat the toughest parts on the nastiest difficulty setting.

24 STEPS TO VICTORY IN RESIDENT EVIL 3 GUARANTEED

Easy mode is for wimps. Our Masterclass shows you how to rampage through *Resident Evil 3*s killer Hard setting

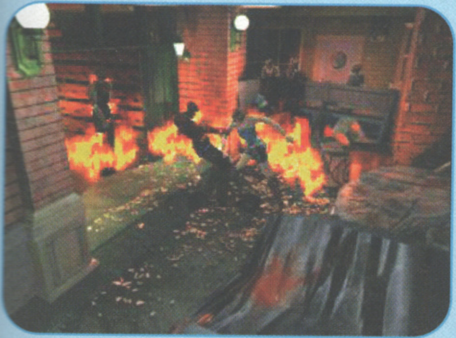
Surviving in a town full of flesh-eating zombies is difficult enough at the best of times, but try doing it with only a limited supply of ammo, just a handful of ink ribbons and more monsters than ever before. Welcome to *Resident Evil 3: Nemesis* – the Hard setting...

WORDS & SCREENSHOTS: MAURA SUTTON

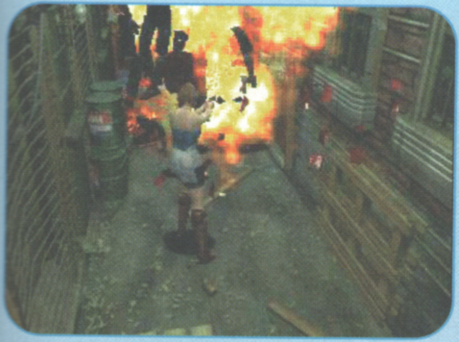
UPTOWN

The fashionable shopping district of Raccoon City is now a burnt-out dead zone populated by slack-jawed cadavers and echoing with the shuffling, bloodied footsteps of the Living Dead. If Jill can make it to the Police Station she'll find temporary sanctuary. But then how does she break out of the Police Station and make her way downtown?

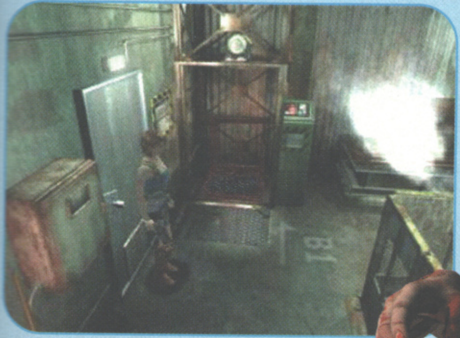
1: SURVIVAL



SURVIVAL1. Jill starts the game with just a handgun and 15 bullets. To save ammo at this early stage she needs to run past the zombies and push them down when they grab her

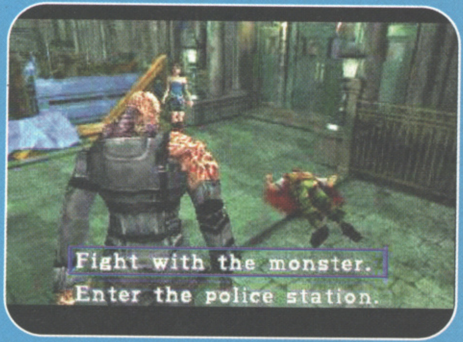


SURVIVAL2. Preserve precious ammo early on by luring zombies and monsters towards red oil drums. They'll explode with just one shot. Shredded zombie stew. Nice!



SURVIVAL3. To open this gate Jill needs to combine the lighter she finds in Bar Jack with the lighter fuel she picks up in the basement where Brad is hiding at the start of the game. Use the lighter on the rope to open the gate. Watch out for the zombie dogs that leap out at you

2: 1ST LIVE SELECTION

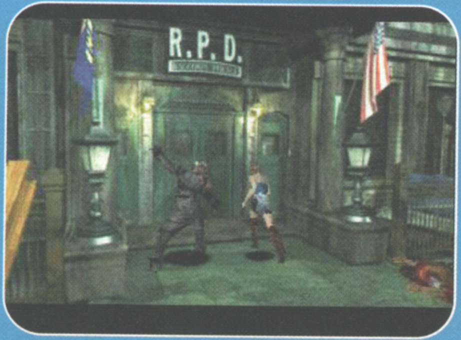


Fight with the monster.
Enter the police station.

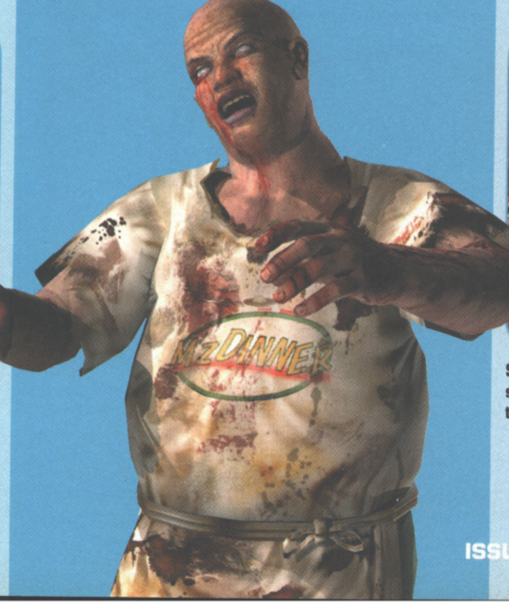
1ST LIVE SELECTION1. As Jill approaches the familiar Raccoon City Police Station she witnesses the first appearance of the Nemesis who impales S.T.A.R.S member Brad on his tentacle. She then has to choose one of two options:

A: Fight with the monster

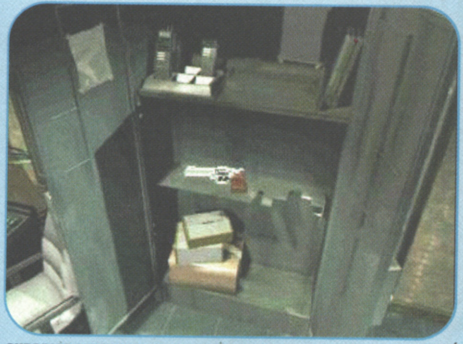
B: Enter the Police Station



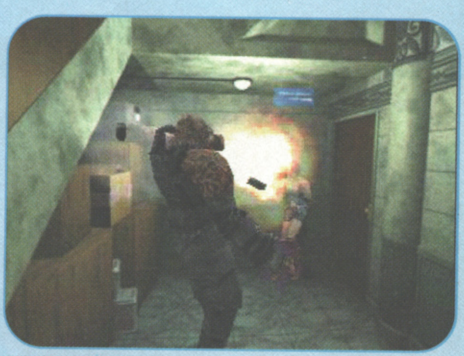
1ST LIVE SELECTION2. It doesn't really matter too much which option you choose. If you have enough ammo then it's worth taking on the monster as he will drop an item when you kill him. You must also make sure to search Brad's body for his S.T.A.R.S card before you enter the Police Station. Choose to run inside and you get to stock up on green herbs as well as picking up some typewriter ribbons



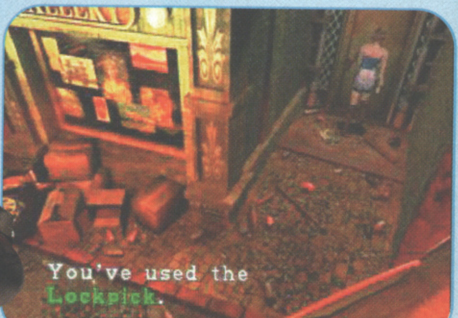
3: SURPRISE SURPRISE



SURPRISE SURPRISE1. After searching the lower and upper levels of the Police Station, you'll be terrorised by the resurrected Nemesis again when you've left the S.T.A.R.S office. Therefore it's a good idea to equip your most powerful weapons before you get downstairs. The Magnum or Grenade launcher stashed in the office would work well here



SURPRISE SURPRISE2. You can run away here, but be warned that Nemesis will chase you relentlessly. It's better to try and finish him off and collect the item he drops. Using either the Grenade launcher or Magnum, get as close to him as possible and just keep firing away at him non-stop. If he knocks you over jump back up and keep firing. Don't forget to check health levels. When the health meter reads orange or red it's time to medicate



You've used the
Lockpick.

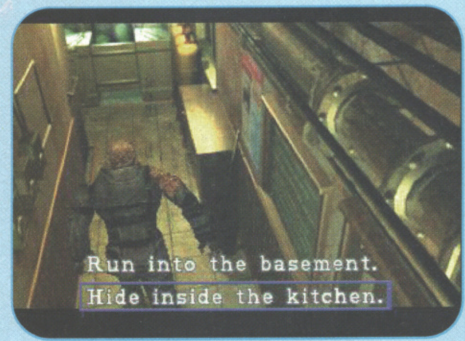
SURPRISE SURPRISE3. When Jill leaves the Police Station make sure she has the lockpick with her. She needs it to open the door next to the Gallery store that takes her Downtown

BE AFRAID...

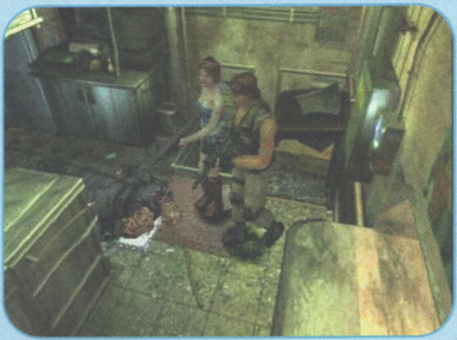
DOWNTOWN

A crashed passenger bus, dead bodies strewn across the pavement, rabid zombie dogs yapping at your heels. Welcome to Downtown, Ms Valentine.

4: 2ND LIVE SELECTION

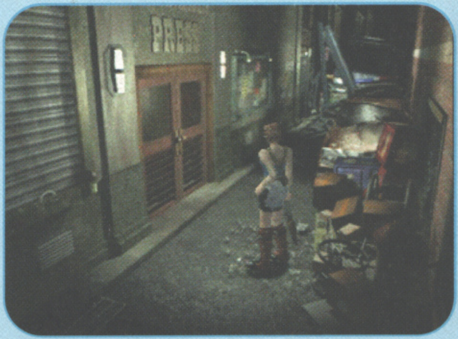


2ND LIVE SELECTION1. Jill hooks up with hunky Umbrella mercenary Carlos in the Downtown restaurant, Grill 13. Before they can get better acquainted the ultimate party pooper, Nemesis, turns up to bang their heads together. Your options are:
A: Run into the basement
B: Hide in the kitchen

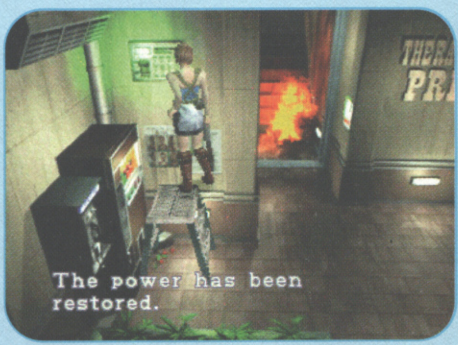


2ND LIVE SELECTION2. The best option, by far, is B. Choose A and you'll run into all sorts of trouble when the basement starts flooding. If you choose B, Jill and Carlos hide and Jill knocks Nemesis down by chucking a burning lamp at some gas cylinders and sparking an explosion. At this point Nemesis will drop another pressie. Be warned though, he wakes up before Jill and Carlos leave the restaurant. Carlos will help finish him off

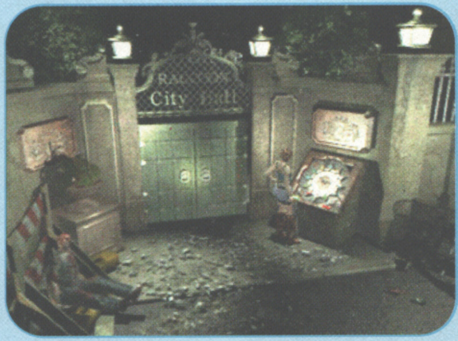
5: RACCOON PRESS OFFICE



RACCOON PRESS OFFICE1. After Carlos leaves her at the diner, Jill should head for the Raccoon Press Office which is to the right of the locked City Hall gates. She needs to search the office for an emerald jewel to open the City Hall gates. She should already have found the sapphire jewel in the Police Station evidence room



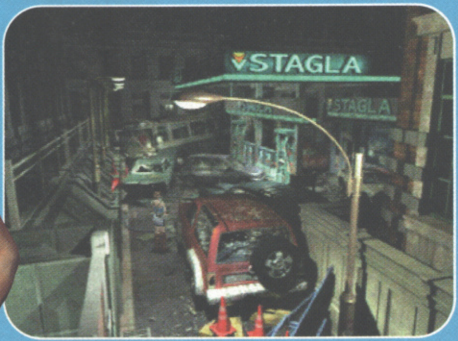
RACCOON PRESS OFFICE2. To gain access to the upstairs office, push the steps over to reach the switch in the left-hand corner of the room (after pausing to search for a photo, first aid spray and ink ribbon). Press the switch and then get down and press the switch near the shutter



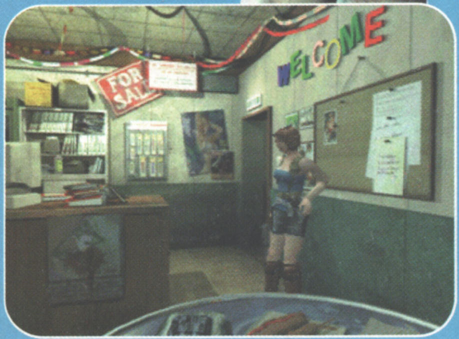
RACCOON PRESS OFFICE3. In the office you should find plenty of zombies as well as a photo, a Reporter's Memo, two cans of gunpowder A and the green gem. Take the gems to the clock puzzle at the City Hall gates and insert them to open the gates

STEP 6: ESCAPE FROM THE DEADZONE

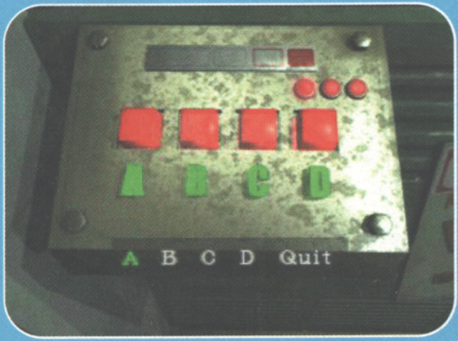
When Jill reaches the Trolley Car in Downtown she meets up with Carlos, Nikolai and the badly injured Mikhail. They plan to escape to the Clock Tower using the Trolley Car, but first they need to get it working. Jill's next task is to locate a fuse and some mixed oil, to help start the Trolley car. You should already have picked up the power cable when passing through the garage between Downtown and Uptown.



MACHINE OIL1. Retrace your steps to just inside the City Hall gates, making sure that you have the hex crank and the wrench equipped. Take the right-hand fork where previously you took the left-hand fork. Go through the door and you should come to a petrol station

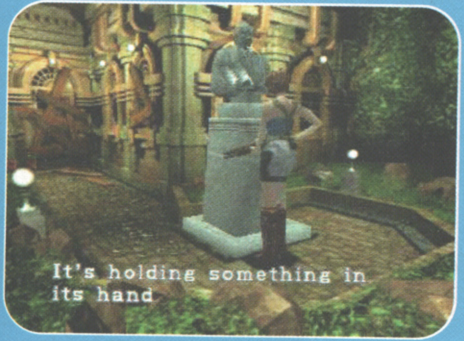


MACHINE OIL2. Use the hex crank on the shutter. When it breaks off in the hole, use the wrench to turn the crank and open the shutter. Once inside search for three cans of gunpowder and a first-aid spray. You then have to unlock the cabinet at the rear to get at the Machine Oil



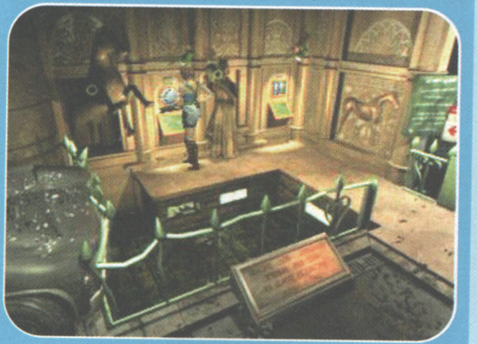
MACHINE OIL3. To unlock the oil cabinet you have to solve a random puzzle. Correctly light up one letter along the bottom row, corresponding to the letter illuminated in green above. Do this three times to open the lock. It's easier than it sounds. Use our guide to help: A-toggles red lights at A and B; B-toggles red lights at A, B and C; C-toggles red lights at B, C and D; D-toggles red lights at C and D

7: FUSE

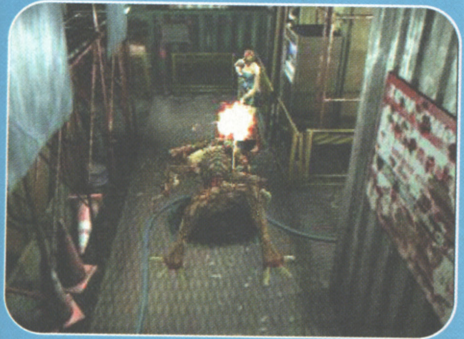


It's holding something in its hand

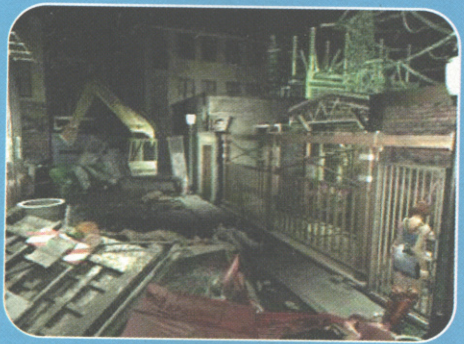
FUSE1. To get the fuse you must first go to the statue of the Mayor which is just inside the City Hall gates. You can access it through a side door which should by now have been opened by a kindly zombie. Get the Book Of Wisdom from the statue and head back to the Memorial Fountain just before the cinema next to Grill 13 (note that Biohazard 4 is playing at the cinema!)



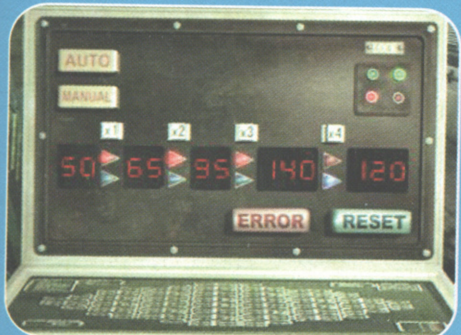
FUSE2. Place the book in the space to the right of the statue. This will enable you to pick up the stone compass from the other side of the statue. Return to the Mayor's statue keeping an eye out for the three zombie dogs that will attack as you approach the City Hall gates. Put the compass in the Mayor's hand to get a battery



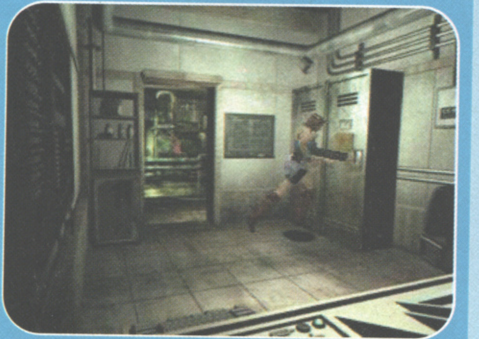
FUSE3. Take the battery to the tarpaulin-covered construction site. Beware of the nasty Drain Deimos lurking there. Pump a couple of shotgun bullets into each, or try to shoot at the swinging crate dangling above them to squash them flat and save ammo. Climb up the stairs and use the battery to operate the lift. Use the lift to arrive at the approach to the Electricity Substation



FUSE4. Don't waste too many bullets on the zombies that attack you outside the Substation. You'll get a chance to deal with them later on. Run past them to the gate at the right and enter the Substation where you'll be safe for a while. You may find three canisters of gunpowder depending on the random placement sequence

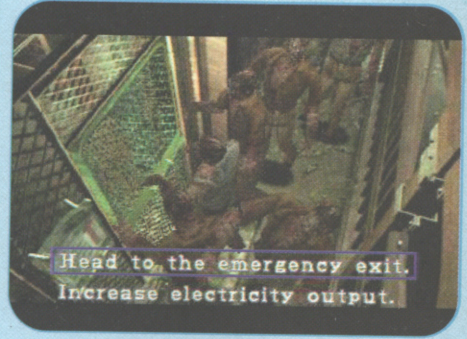


FUSE5. Set the power transmitter to manual. You now have to open each of the shutter doors in turn by adjusting their voltage levels. To open the Low Voltage Control Room you must get the display to register between 15 and 25 volts. Using the red switch increases the voltage by multiples of 15. The blue switch lowers it by multiples of five. To open the High Voltage Control Room you must get the display to register between 115 and 125 volts. As with most puzzles in the game this is a random mechanism but easy to calculate



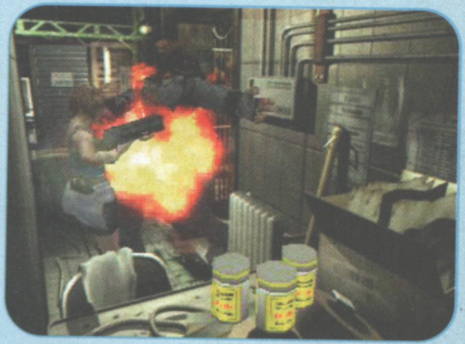
FUSE6. When you manage to unlock the first Control Room door, enter the room and search for either the fuse, a Magnum or Grenade Launcher (which weapon you get depends on which one you picked up in the R.P.D S.T.A.R.S office Uptown). When you start to leave the room with your prize the zombies lurking outside will attempt to storm the Substation. You're then presented with yet another vital choice

8: 3RD LIVE SELECTION

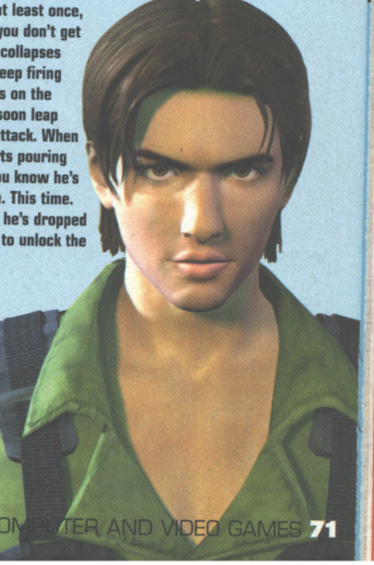


Head to the emergency exit.
Increase electricity output.

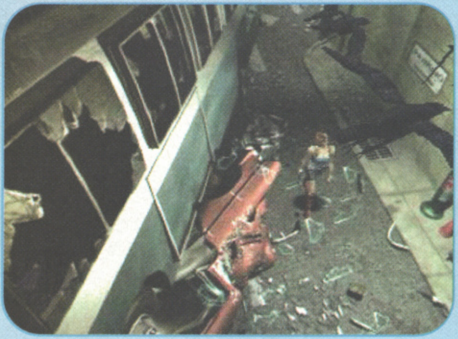
3RD LIVE SELECTION1. You can choose from:
A: Head to the emergency exit
B: Increase electricity output.
Choose A. Jill will run outside only to be surrounded by zombies. The dreaded Nemesis will kill all the zombies with his grenade launcher before coming after Jill. Run back inside the Substation – you still need to open the second shutter and get the fuse or the weapon. Nemesis will follow and you have no choice but to battle him



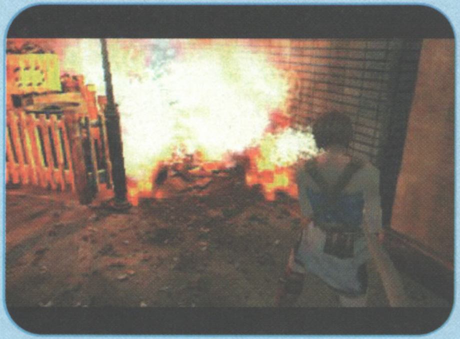
3RD LIVE SELECTION2. The rules for taking out Nemesis are the same as before. Equip either the Grenade Launcher or Magnum, stand as close to him as possible and let him have it in the face. Freeze rounds will finish him off quicker than anything, with ordinary grenade rounds coming a close second in the Nemesis shredding stakes. You'll need to top up your health at least once, and make sure you don't get fooled when he collapses the first time. Keep firing at him when he's on the ground as he'll soon leap up for another attack. When purple ooze starts pouring from his body you know he's finished for sure. This time. Pick up the item he's dropped and don't forget to unlock the second shutter



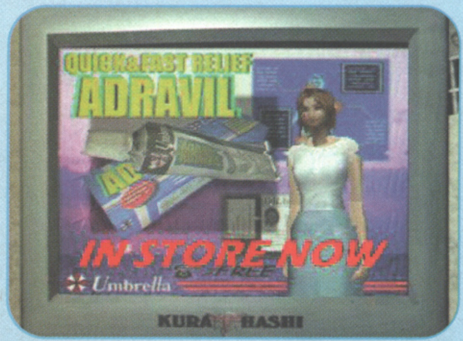
9: OIL ADDITIVE



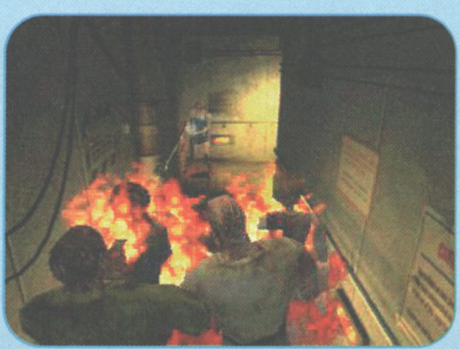
OIL ADDITIVE1. To find the Oil Additive you need to return to the back alley just before the crashed number 33 bus. Just retrace your steps towards Uptown. Look for the fire hydrant at the end of the alley and remove the hose with the wrench. Head further Uptown to the alley just behind the Police Station. Be warned, lots of monsters have respawned in this area so have plenty of ammo ready



OIL ADDITIVE2. Use the hose on the hydrant near the huge blazing rubbish pile to extinguish the flames. You can now access the gate behind the previously burning area. Pause to pick up the square crank from the alley floor before battling two poisonous Brain Suckers. There are blue herbs nearby should you succumb to their venom

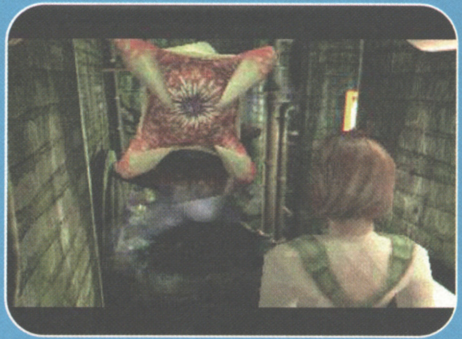


OIL ADDITIVE3. Keep going until you come to the Pharmaceutical Office. Search the office to find a Business Fax, first aid spray, ink ribbon and Managers Report. Pick up the remote control from the desk and watch the advert on the TV. Remember the name of the product featured as you'll need it shortly

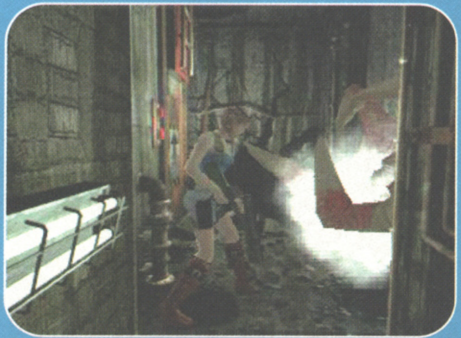


OIL ADDITIVE4. Use the PC on the desk and enter the name of the advertised product when prompted for a password. You'll then be able to open the storeroom door. Go into the storeroom and pick up the Oil Additive. Combine it with the Machine Oil to make the Mixed Oil. As you start to leave zombies will storm the office. When they charge you, save ammo by shooting at the pipes in the corridor and wiping the suckers out with scalding steam jets. Crank open the shutter to reveal a secret store of three life-saving Grenade Rounds

11: 1ST GRAVE DIGGER

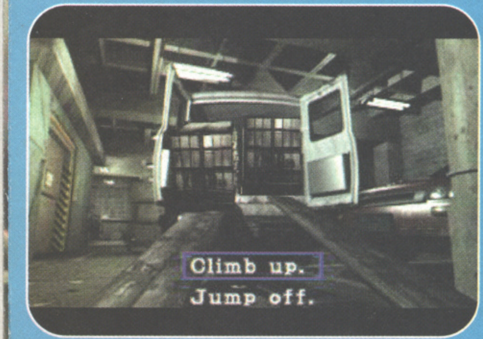


1ST GRAVE DIGGER1. You've just managed to out-run Nemesis, but be prepared for another interruption as you approach the Lonsdale Yard. A big hole opens up and Jill falls down into a scary tunnel. To get out at the other end she needs to send power to the ladder by pressing two switches at either end of the tunnel. As she approaches the first switch a huge Grave Digger worm attacks her



1ST GRAVE DIGGER2. The Grave Digger hates Acid Rounds and you should be able to finish him off with about ten Acid Rounds. You'll have to approach the hole in the wall to lure him out, then back off quickly to avoid his gooey bits before giving him a blast. Repeat this each time he retreats into his hole and you should finish him off in no time. You'll know it's safe to approach the switches when you hear the Grave Digger's final gurgle and the scary music stops

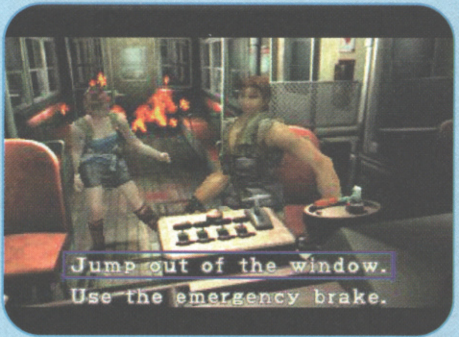
10: 4TH LIVE SELECTION



4th LIVE SELECTION. When you try to cross the garage that straddles Uptown and Downtown, the ground will open up below Jill and you'll be faced with another dilemma as two boxes hurtle towards her. A: Climb up; B: Jump off. Choose A to avoid the boxes and carry on unharmed. Nemesis will attack again when you pass the City Hall gates. Evade him easily by dodging past and make a run for the gate. You'll be safe provided you can beat him to the gate

12: 5TH LIVE SELECTION

5TH LIVE SELECTION1. Having made it to the Trolley Car and restored the power, Jill, Carlos, Nikolai and Mikhail are on their way to the Clock Tower, until – guess who – Nemesis shows up. Hearing noises in the back carriage, Jill goes to investigate only to find our evil friend attacking the injured Mikhail

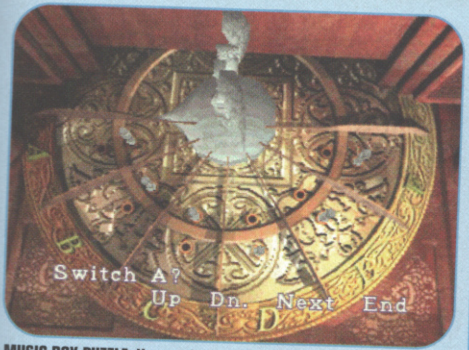


5TH LIVE SELECTION2. To avoid getting a battering from Nemesis you should now turn around and run back into the front carriage. Mikhail sacrifices himself to save the others but not before the Trolley Car is knocked off course. Time for yet another choice. A: Jump out of the window; B: Use the emergency brake. Choose A to gain some Freeze Rounds from Carlos and to trigger the Trolley Car crashing into the interior of the Clock Tower

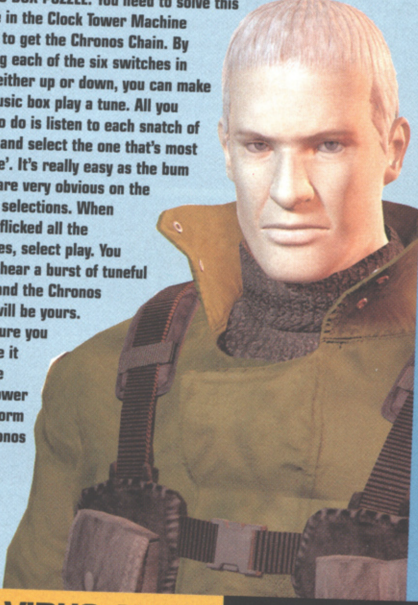
CLOCK TOWER

The Nemesis grows in strength as Jill and Carlos seek refuge in the Clock Tower. If they can only get the Tower bell to chime they'll be one step closer to safety. If only.

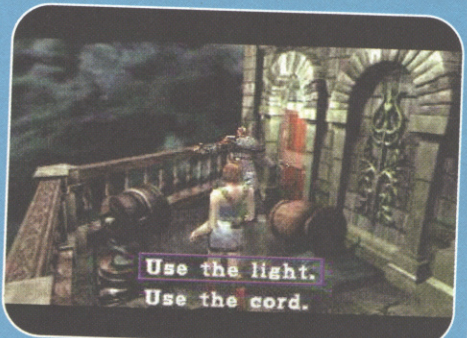
13: MUSIC BOX PUZZLE



MUSIC BOX PUZZLE. You need to solve this puzzle in the Clock Tower Machine Room to get the Chronos Chain. By flicking each of the six switches in turn, either up or down, you can make the music box play a tune. All you have to do is listen to each snatch of music and select the one that's most 'in tune'. It's really easy as the bum notes are very obvious on the wrong selections. When you've flicked all the switches, select play. You should hear a burst of tuneful music and the Chronos Chain will be yours. Make sure you combine it with the Clock Tower Key to form the Chronos Key



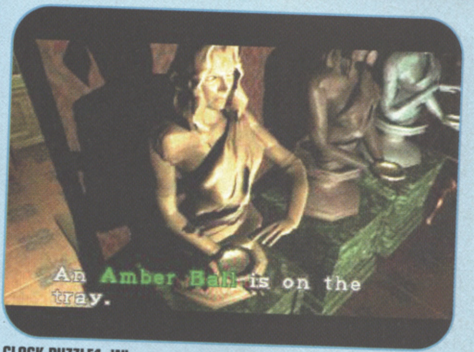
14: 6TH LIVE SELECTION



6TH LIVE SELECTION1. As Jill leaves the Clock Tower balcony with the Chronos Key, Nemesis rears again. How do you get rid of him?
A: Use the light
B: Use the chord

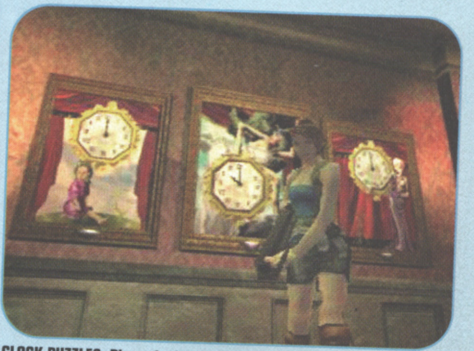
6TH LIVE SELECTION2. Choose option A to send Nemesis tumbling over the balcony and keep him out of your hair for a little while longer. If you choose option B he'll be stunned temporarily but will soon revive and you'll have to kill him. You have much bigger battles to face later on so you should take the safer option and conserve your ammo and health

15: CLOCK PUZZLE



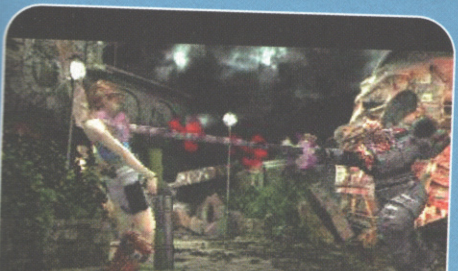
An Amber Ball is on the tray.

CLOCK PUZZLE1. When you use the Chronos Key to open the green door in the Clock Tower study you'll come across this clock puzzle after fighting your way past some poisonous spiders. Take the amber, obsidian and crystal balls from the three statues on the right

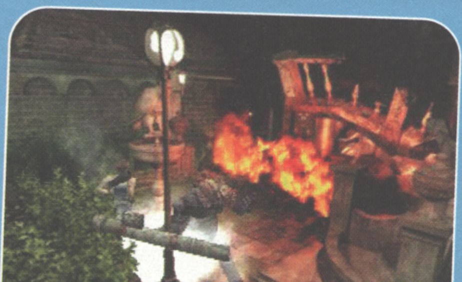


CLOCK PUZZLE2. Place the balls under the clocks in the correct order. The object is to make the central clock strike 12. Place the amber ball under the left clock, the obsidian ball under the middle, and the crystal ball under the right. You'll get a gold gear. Combine this with the silver gear you'll find in the Clock Tower Machinery Room. Place this gear in the works at the back of the Machinery Room to toll the bell and summon help

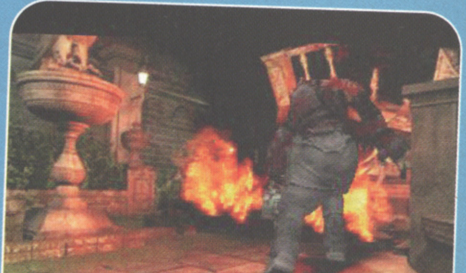
16: VIRUS ALERT



VIRUS ALERT1. Just as Jill is celebrating the arrival of the rescue helicopter, Nemesis pops up from nowhere and shoots it down with his Grenade Launcher. He then turns his attention to Jill, lashing out at her with his tentacle and infecting her with the T-Virus. You now have to knock Nemesis out twice or it's Game Over. You can't run away this time



VIRUS ALERT2. When the previous cut-scene finishes, Jill is left wounded, with Nemesis bearing down on her. Turn and run away from him at this point and he'll unleash a couple of shots from his Grenade Launcher. If you keep moving they should miss by a mile. If they hit they can be devastating

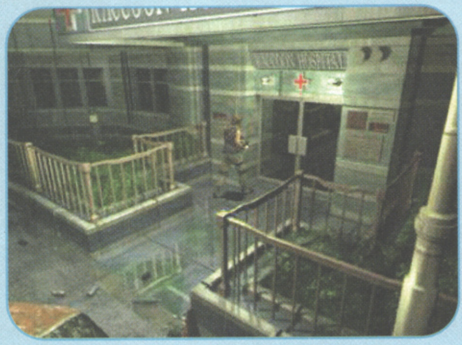


VIRUS ALERT3. Run behind him so that you take him by surprise and unleash ten Freeze Rounds at the very least. If you keep battering him he won't have time to raise his Grenade Launcher. As usual, don't stop when he's on the ground and you'll soon see him slinking off into the bushes

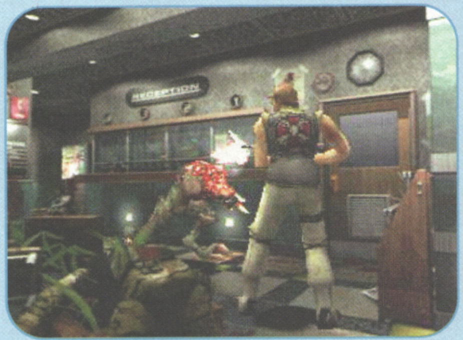
RACCOON CITY HOSPITAL

With Jill now infected with the deadly T-Virus you take control of Carlos as he searches for an antidote.

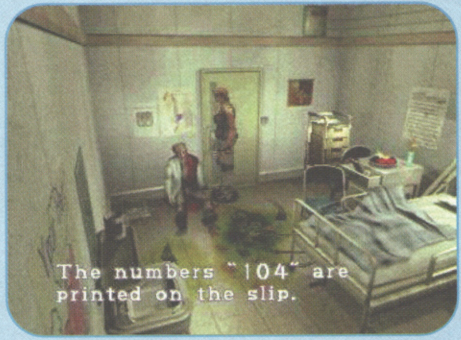
17: HOSPITAL



HOSPITAL1. Because Carlos is stronger than Jill he's able to move the giant bell that blocks the back door of the Clock Tower. Turning left as he leaves the building, he should soon reach the hospital

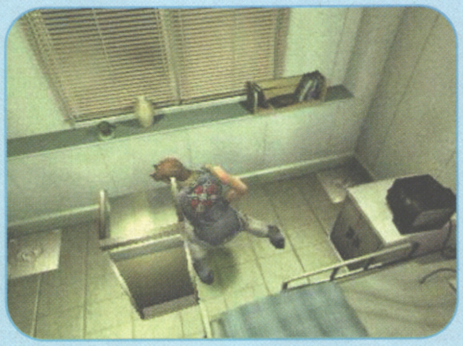


HOSPITAL2. Two vicious Hunters wait in the hospital lobby. Dispose of them quickly with the assault rifle or it's Game Over. Enter the Doctors' offices to the left of the lobby. Search for the various pick-ups, including first aid spray and ink ribbons. In the second office you'll find the Directors Diary, a tape recorder, blue herbs, bullets and a hospital map

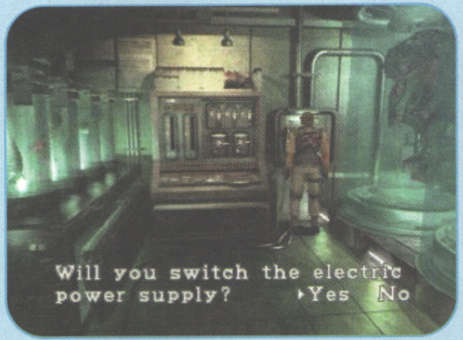


The numbers "104" are printed on the slip.

HOSPITAL3. Use the tape recorder on the voice-activated lift. Go to the fourth floor. Head for the Data room and pick up the Sickroom key, photo D and bullets. Then enter the room nearest the lift. Kill the Sliding Worms that attack by slashing with a knife. Take the paper from the corpse in the corner and note the number on it. Also note the position of the small rectangular drawer unit

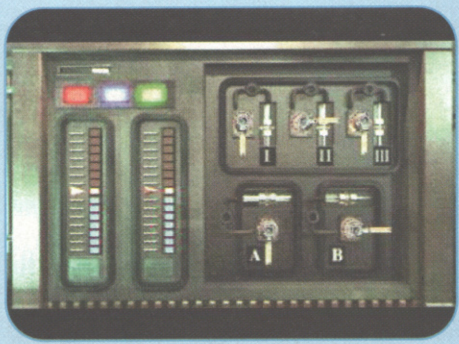


HOSPITAL4. Use the Sickroom key on the next door. In order to reveal the secret safe you must look for the same sort of small drawer unit as seen in the previous room. Then you must push it to the opposite side of the position it occupied in the previous room. The safe will then open and you'll have the Vaccine Medium

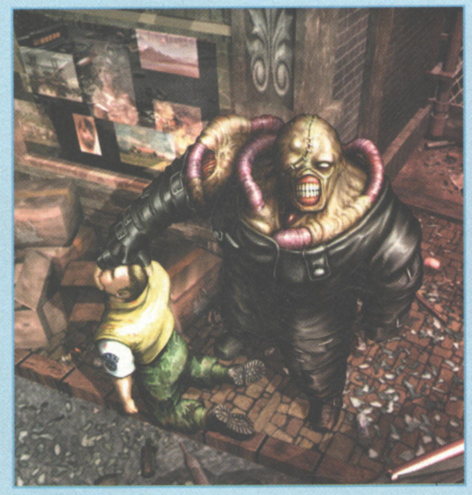


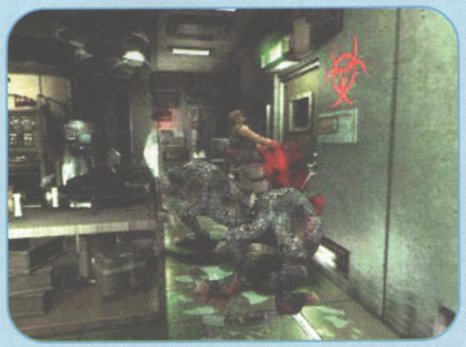
Will you switch the electric power supply? ▸Yes No

HOSPITAL5. Head for floor B3 using the lift. Enter the lab and then go into the study room. Two Hunters will be waiting to pounce. Take the Medium Base from the shelf and place it in the Synthesiser at the end of the room. Flick the power switch to the right of the Synthesiser to drain the fluid. You can now operate the Synthesiser

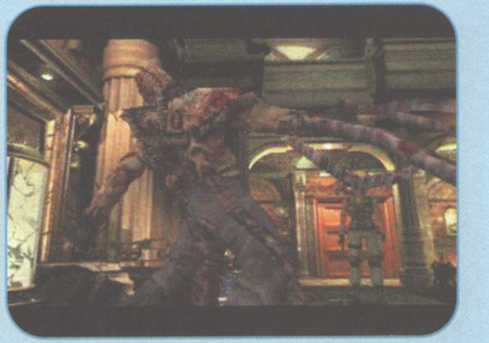


HOSPITAL6. The object of this puzzle is to centre the yellow lines on the two vertical columns. It looks complicated, but all you have to do is flick switches I, III and then click on Below and flick switch A. You'll then have your perfectly mixed vaccine





HOSPITAL7. As Carlos heads for the door, the Hunters break out of their tubes. Try and make a run for it as there are two more Hunters to face out in the corridor. You'll have to kill this second set of Hunters before you get in the lift, otherwise they'll stop the lift doors from closing. Try and shoot the dynamite on the wall to kill them quicker and use less ammo. Otherwise, a couple of Magnum shots should work a treat

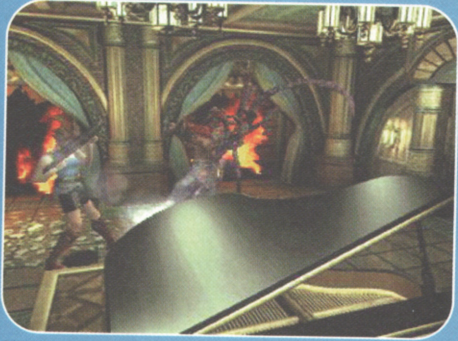


HOSPITAL8. Back in the hospital lobby Carlos has seven seconds to leave the hospital before a booby trap explodes. Make a run for it and you should clear the distance with seconds to spare. When Carlos returns to the Clock Tower lobby the remorseless Nemesis pounces yet again, stronger than ever. Try and dodge him and run for the sanctuary of the Chapel. He won't follow you in and you can deliver the vaccine to Jill

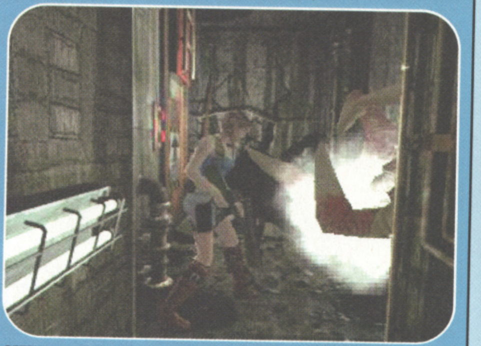
RACCOON PARK

Now that Jill has fully recovered from the effects of the virus she has to enter spooky Raccoon Park and try to find another way of escaping from the city.

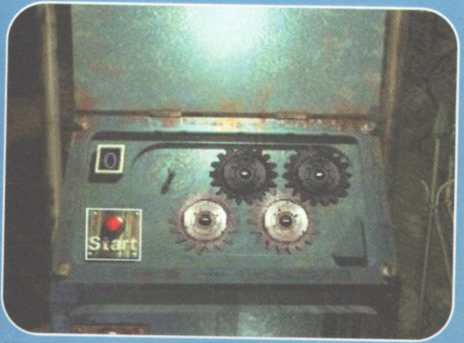
18: GETTING INTO THE PARK



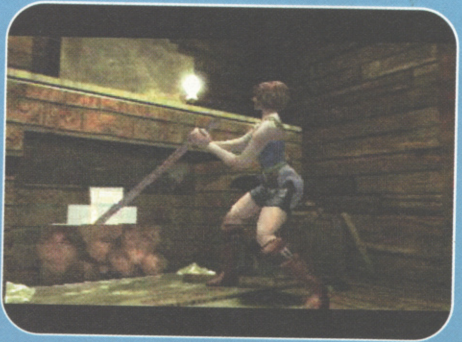
GETTING INTO THE PARK1. Make sure you equip the lockpick before leaving the Chapel as you need this to open the door to the Park Security Centre. Also, be prepared for another Nemesis attack as Jill leaves the Chapel. You can run away if you want but he'll pursue you all the way to the back door



GETTING INTO THE PARK2. Search the Park Security Centre to find the Main Gate key, photo E, ink ribbons and grenade rounds. At the Park entrance you'll be attacked by two Hunters. Take the right-hand path across a swampy area. Search the dead body for the Graveyard key and Written Orders. Retrace your steps to the Central Plaza. Take the left-hand exit. At a fountain you'll find green and blue herbs

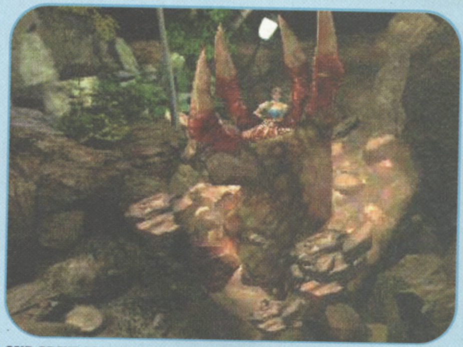


GETTING INTO THE PARK3. You need to drain the fountain, so go to the Fountain Control Panel and move the gears in this pattern: 1: Move the bottom-left gear into the empty space; 2: Move the top-middle gear; 3: Move the top-right gear; 4: Move the bottom-right gear; 5: Move the top-middle gear; 6: Move the top-left gear. Press 'start' to drain the pool and proceed down the hatch, through the tunnel and into the graveyard

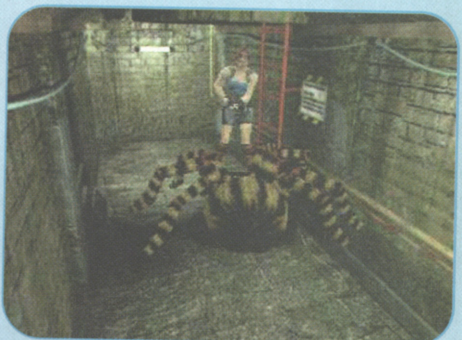


GETTING INTO THE PARK4. After crossing the graveyard and icing a few of the undead that pop out of the soil, enter the shed. Pick up six canisters of gunpowder, first aid spray and an iron bar. Use your lighter on the fire and then bash the bricks in with the iron bar to enter the secret room behind. Pick up ink ribbons from the bag on the hook, grenade rounds, a park key, a Supervisor's Report and a fax from HQ from the blackboard. When you try to leave the room you'll trigger a cut-scene and an encounter with Nikolai

19: 2ND GRAVE DIGGER



2ND GRAVE DIGGER1. Before leaving the shed, make sure you have made plenty of Acid Grenade rounds because as soon as you step outside another Grave Digger will attack you. This beauty is much bigger than the one in the tunnel. You'll need at least 10 Acid rounds or 13 Freeze rounds to finish him off. Stand your ground when he attacks and get lots of shots off. Hold fire when he starts rumbling underground and catch him again when he re-emerges. Make sure to replenish your health at least once



2ND GRAVE DIGGER2. When you've beaten the Evil Worm, climb up the broken fence and head back to the right side of the park where you found the key and the Written Orders. The legions of hell are out in force to try and stop you, so make sure you have kept back enough ammo to polish off a few zombies and dogs. Use the Park Key and climb up on to the bridge to trigger the appearance of your very favourite monster friend

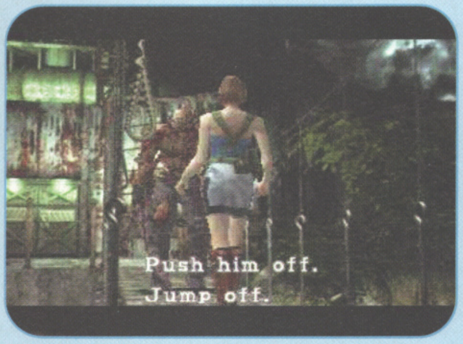
WHO YOU'VE MET

1. **JILL VALENTINE.** 23-year-old 108lb bombshell. Specialist in disarming explosive traps. Her US Delta Force experience makes her an ideal member of S.T.A.R.S.
2. **CARLOS OLIVEIRA.** Exact nationality unknown, but part Indian. He's an Umbrella Biohazard Countermeasure Service soldier in charge of heavy firearms.
3. **S.T.A.R.S TEAM.** The Special Tactics and Rescue Service. Founded under the jurisdiction of the Raccoon City Police Department dealing with terrorism.
4. **NEMESIS.** Evil undead arch-boss and all-round nasty bugger, who just won't lie down and die. Until you introduce his tentacles to Mr Rail Cannon, that is.

THE DEAD FACTORY

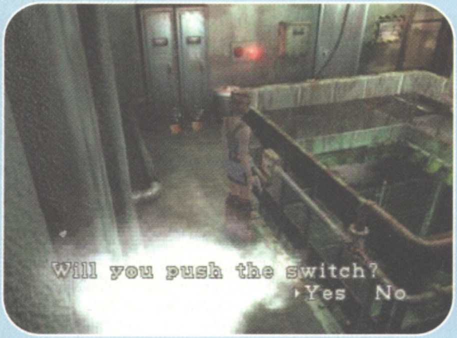
Aptly named, this stinking cesspool of a building is the last resting place for the sick by-products of Umbrella's heinous experiments. Will Jill and Carlos be the first humans to make it out alive?

20: 7TH LIVE SELECTION

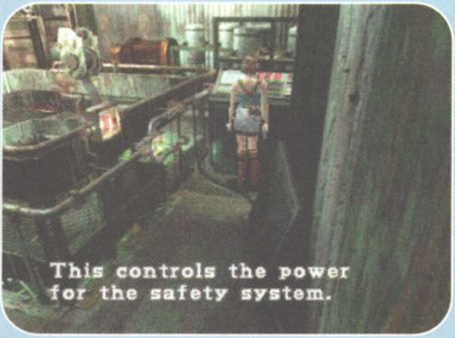


7TH LIVE SELECTION. When the Nemesis appears on the bridge you must choose how to get past him. A: Push him off; B: Jump off. Choose A to walk straight into the Dead Factory and meet up with Carlos in the first unlocked room you come to. Search the room for a first aid spray, ink ribbon, Manager's Diary and key with ID card

21: STEAM ROOM

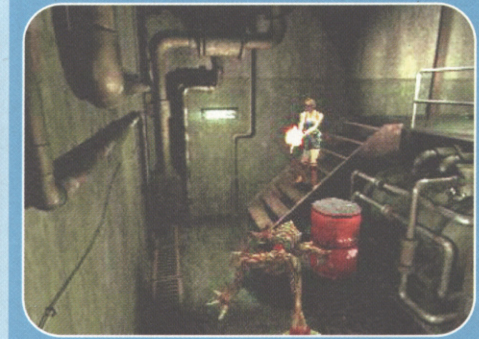


STEAM ROOM1. Go through the next door and you'll discover a room full of steam pipes. First go to the top-right corner of the room, pressing the red buttons in front of you to turn off the steam jets. Notice how one of the jets on the other side of the room is now turned off as well

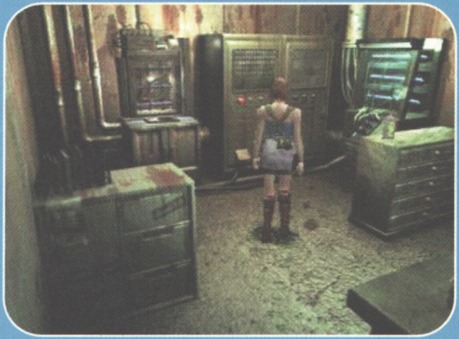


STEAM ROOM2. Make your way over to the other side of the room, once again pressing red buttons where necessary to shut off the steam in your path. You should now be able to access the console and turn on the power. Head back out of the room and make your way to the Control Room. Watch out for two Hunters in the corridor

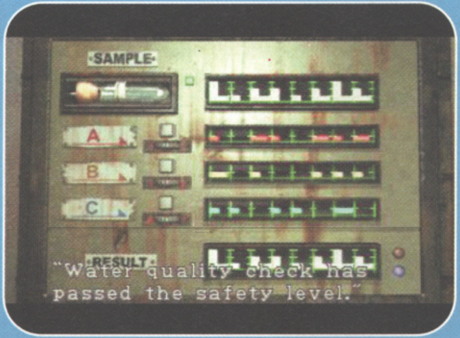
22: NEMESIS HUNT



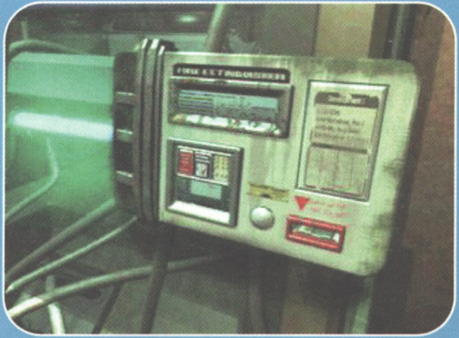
NEMESIS HUNT1. In the Control Room you'll find three green plants, a map for the Dead Factory and a System Disc. Use the elevator at the other side of the room. There are three more Hunters in here, so take 'em out quickly with a Magnum blast each. Don't forget to pick up the two boxes of Shotgun shells



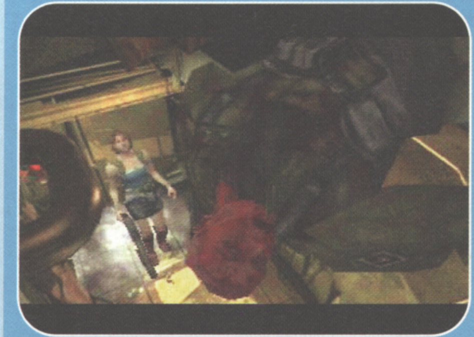
NEMESIS HUNT2. Cross a Hunter-infested flooded corridor to reach the Sewage Monitor Room. Search for ink ribbons, a Security Manual and a Water Sample. Take the Sample downstairs to the Water Testing Room. Don't forget to pick up the first aid spray. Place the Water Sample in the machine at the back of the room



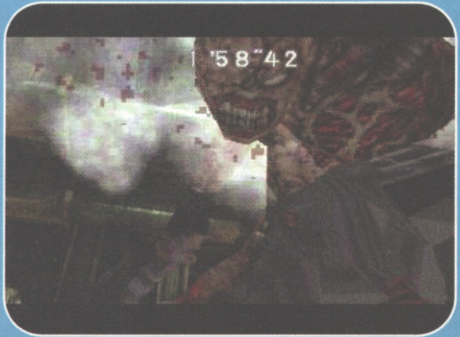
NEMESIS HUNT3. To solve this puzzle, you have to adjust the three horizontal lines so that when lined up together they are the same as the water sample pattern at the top. Hint: Line up all the gaps first. You should then only have to make a few minor adjustments to the left and right to get all the lines to match perfectly



NEMESIS HUNT4. Before you leave this room place your Facility Key in the other machine at the right of the room in order to activate it and gain access to a Weapons Locker upstairs. Make your way back to the elevator, looking out for three more Hunters in the Waste room by the elevator

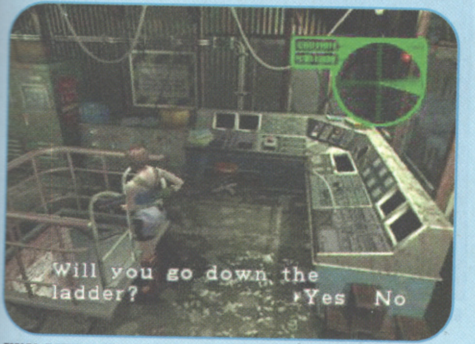


NEMESIS HUNT5. Make sure you're well stocked up with Freeze Rounds before opening the door to the right of the elevator in the Control Room. After witnessing Nikolai getting a nasty surprise, use the System Disc to gain access to the Treatment Room. The door locks behind Jill and she's trapped inside with Mr Unpleasant himself, Nemesis. You have four minutes to defeat him and then find a way out of the locked room



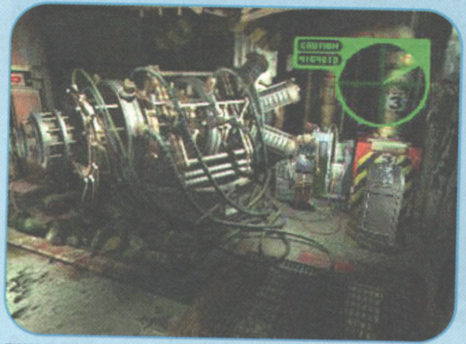
NEMESIS HUNT6. You should be well used to fighting this little beauty by now. Pump him full of Freeze Rounds, medicate yourself at least once and try shooting the pipes on the walls to cover him with scalding bursts of steam. He'll knock you about with his tentacles but as long as you get up quickly and keep firing non-stop - you should soon defeat him. Pick up the Key card that falls out of some poor dead bloke's pocket and exit the room

23: FINAL BATTLE

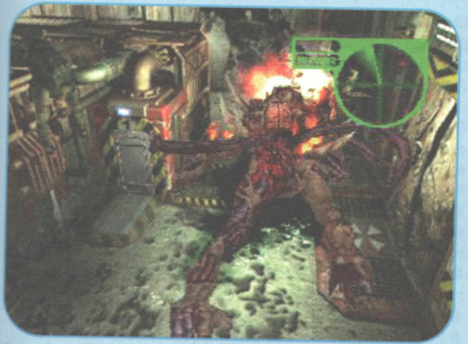


Will you go down the ladder? Yes No

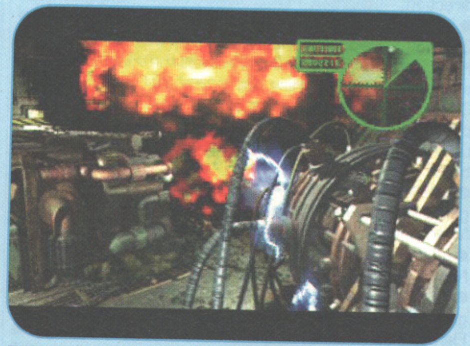
FINAL BATTLE1. Use the Key card to enter the shuttered room near the entrance to the Dead Factory. You'll find two green herbs in the corridor. After listening to a radio message from Carlos, pick up the radar receiver. When you try to exit the room via the floor hatch, a countdown sequence will start. You have just a few minutes to vacate the building before a missile strikes and blows it to bits



FINAL BATTLE2. Hurry down the hatch and pick up two rounds of shotgun shells and an Incinerator Manual. Cross the scrapyard, pausing to pick up the Classified Photo File, before entering a huge warehouse. Turn right and then left and access a console which is next to a huge Rail Cannon. A voice will tell you that you don't have enough energy to power-up the Rail Cannon

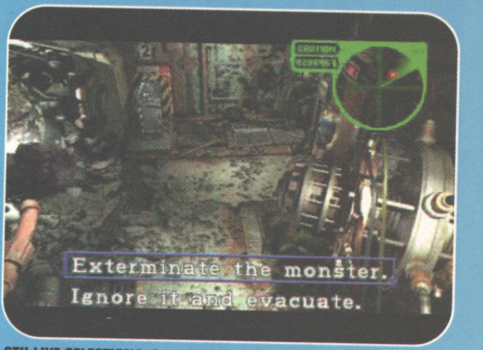


FINAL BATTLE3. Go back to the entrance and push the large battery marked '1' into its housing. The final horrific incarnation of the Nemesis will appear. Try not to panic and stand your ground, firing all four of your Rocket Launcher shells. Don't forget to restore health at least once with sprays or herbs, because Nemesis will have you backed into a corner and will cause a lot of damage. When you run out of Rocket Launcher ammo, switch to Grenade rounds. After about five hits he should start to slink off to the corner of the room to lick his wounds



FINAL BATTLE4. This is your cue to go and push the remaining batteries into place. When all three are engaged, the Rail Cannon will start a lengthy powering-up process. Stand back and watch as it blows Nemesis to smithereens. Don't stop too long to gloat because the missile is still on its way. Race round to the door nearest to battery two and try to leave

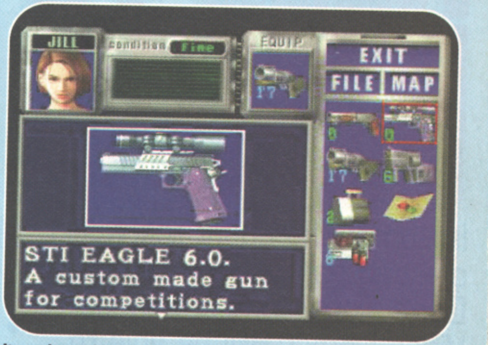
24: 8TH LIVE SELECTION



Exterminate the monster.
Ignore it and evacuate.

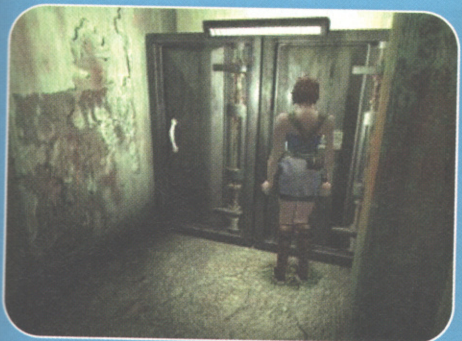
8TH LIVE SELECTION1. Surprise! Old Snot Eyes is back! Your final opportunity to choose the fate of Nemesis. Do you:
A: Exterminate the monster
B: Ignore it and evacuate
There's only one possible choice. Kill it, of course! Race to the lift and ride it downstairs to where Carlos is waiting in the helicopter

EXTRA TIPS



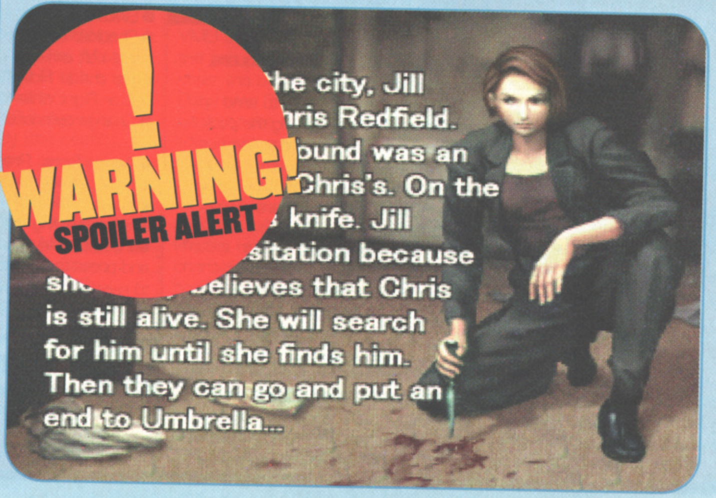
STI EAGLE 6.0.
A custom made gun
for competitions.

Items dropped in this order by Nemesis in Hard mode
1: Eagle Parts A; 2: Eagle Parts B; 3: First Aid Spray Box (with three cans); 4: M 37 Parts A; 5: M 37 Parts B; 6: First Aid Spray Box (with 3 cans); 7: Assault Rifle; 8: Infinite Bullets



NEMESIS HUNT7. Go back to the Steam Pipe room and use the Key card on the small lift. You'll find two Grenade rounds here plus a locker at the end of the room. Use the irradiated Facility Key to open the locker and pick up the Rocket Launcher. Sweet!

EPILOGUE



he city, Jill
hris Redfield.
ound was an
Chris's. On the
s knife. Jill
sitation because
she believes that Chris
is still alive. She will search
for him until she finds him.
Then they can go and put an
end to Umbrella...

EPILOGUE. This is the result of all your brave efforts. Complete the game in Hard mode and you get a special Epilogue screen. You get a fresh one every time you complete the game and there are eight of them to collect. Finish on any level to gain the awesome Mercenaries sub-game and finish on either Easy or Hard with a grade higher than F to gain access to the Costume Boutique next to Bar Jack. The higher your final grade, the more costumes Jill gets to try on

WHAT YOU NEED TO KNOW

Is something about the world of video games confusing you? Don't worry, Computer and Video Games will be able to sort you out. Just send all your gaming queries to the address at the end. No sweat.

02:14 West Ham 0 - 0 Man Utd

Need some cheats for *FIFA 2000* on PlayStation? Check below

Current 00:45
Best:
Prev Lap:
1/5
6th

Get really dirty with some cheats for *Supercross 2000*

FIFA 2000

I need some excellent hints and cheats for this excellent PlayStation game.
Jim Stopper, Bedford

Say no more, Jim. We can throw a goodly few in your direction.

- FAT PLAYERS: Pause gameplay and press X, Circle(3), Down, Up(2), Left, R1.

Hint: Better players: Press Circle at the main menu and select the customise option. Select Player Customise, choose your player and view his attribute points. You may then change all his attribute points to the highest possible values. Save your changes, then begin gameplay.

- FINDING RONALDO: Ronaldo may be found in the game as No. 9 and plays for the Italian side, Inter Milan and the Brazilian national team.
- FINDING PELE: Pele may be found in the game as No. 10 and plays for a classic side.
- FINDING ROMARIO: Romario may be found in the game as No. 11 and plays for a Brazilian team side, Flamengo.

Hint: EA Sports team selection: When selecting your team, choose the Rest Of World category, then cycle through the teams until you reach the E section (all teams that begin with E). You should find teams named EA 1, EA 2, EA 3 and EA 4. The players in these teams have been customised by the EA Sports staff.

Hint: Special Guests selection: When selecting your team, choose the Rest Of World category, then cycle through the teams until you reach the S section. You should find a team named Special Guests. This team is the same as the EA sports teams, except with different names and the players are 100 per cent perfect in every aspect of performance.

Supercross 2000

Can you tell me if there are any cheats for this game. I'm a real *Supercross* fan but this game's a tough one.
Randolph Stewart, Aberdeen

Anytime, Randolph. Here we go:

- Cheat screen: Press R1 at the Select Event menu to display the cheat screen and enter the following codes:
- No crashes: Enter NOCR4SH
- Big bikes: Enter B1GB1K3S
- Giant riders: Enter G14NTS
- Extra hop button: Enter HOP. Press L1 to hop. This can be used to clear big jumps.
- Headless rider: Enter H34DL3SS for a headless rider in Practice mode.
- No riders: Enter NOR1D3RS
- Gravity from Mercury: Enter M3RCVRY
- Gravity from Venus: Enter V3NVS
- Gravity from the Moon: Enter MOON
- Gravity from Mars: Enter M4RS
- Gravity from Jupiter: Enter JVP1T3R
- Gravity from Saturn: Enter S4TVRN
- Gravity from Uranus: Enter VR4NVS.
- Gravity from Neptune: Enter N3PTVN3
- Gravity from Pluto: Enter PLVTO
- Additional views: Enter MOR3C4MS

computer and video games GUARANTEED WINNERS

A selection of the cheats we've stumbled across this month on our travels. Don't forget that if you want to send in tips, you should head for the Easy Money pages where you can earn yourself a tenner for your troubles.

PLAYSTATION

NHL FACEOFF 2000

- One-timer shot: Press X, Square.
- Give-and-Go: Hold X.
- Slap shot: Hold Square to wind up all the way before shooting the puck.
- Snapshot: Hold Square to wind up half-way, before releasing it to shoot.
- Fake shot: Hold Square to wind up, then release and tap Square during the backswing.
- Leave the drop pass: Press Triangle.
- Speed skate: Hold Circle while skating.
- Redirect a shot: Hold Square to wind up, then press X during the backswing.
- Icon Passing: Hold L2 and press X, Square, Circle, Triangle, or R2.
- Icon Switching: Hold L2 and press X, Square, Circle, Triangle, or R2.
- Switch players on defence: Press X.
- Switch to goalie: Hold X.
- Shoulder check: Hold Circle and press Left or Right.
- Hip check: Hold Circle and press Left or Right while skating backwards.
- Change defensive strategies: Press L1.
- Assign Icons: Press L2.
- Change lines: Press R2.
- Goalie makes a save: Press Square while controlling the goalie.
- Instant replay free-cam: Hold L1 and press the D-pad. Press Triangle to raise and X to lower the camera in free-cam mode.

PC CD-ROM

INDIANA JONES AND THE INFERNAL MACHINE

- CHEAT MODE: Press [F10] during gameplay to display the console. Enter one of the following codes and press [Enter] to activate the corresponding cheat function:

EFFECT	CODE
God mode enabled	taklit_marion on
God mode disabled	taklit_marion off
All weapons	urgon_elsa
Health items	azerim_sophia
View credits	endcredit
Free Indy when stuck in a corner or wall	fixme
Display frame rate	framerate
Turn Indy into GuyBrush from *Monkey Island* series	makemeapirate
Display polygon rate	polys
Display memory information	mem
Displays version number	version

- CHEAT MODE (demo version): Press (F10) during gameplay to display the console. Enter one of the following codes and press

Take a quick spin round cheat city in *Wheel of Time* on the PC

Need more cash for N64 *Roadsters*? Mini cars too? You can!

Be a *Ready 2 Rumble* champ without having to do the hard work

- Big dirt sprays: Enter B1GSPR4Y
- All riders block you: Enter BLOCKM3
- Cancel Off Track reset: Enter NOOFFTR4CK
- Cancel Skipping Track reset: Enter SK1PP1NGOK

Wheel Of Time

A friend of mine said there was a load of cheats you can access at the console menu of your computer. Is this true and what are they?
Lee Woods, Nottingham
There sure are, Lee. As you say, to cheat, enter one of the following codes at the console menu to activate the corresponding cheat function.

EFFECT	CODE
God mode	god
All spells	allammo
Fly mode	fly
Walk mode	walk
No clipping mode	ghost
Third-person view	behindview 1
Normal view	behindview 0
Toggle time on and off	playersonly
Enable invisibility	invisible 1
Disable invisibility	invisible 0
Kill indicated classes	killall <class>
Kill all monsters	killpawns
Sends message to other players	say <message>
Set game speed	slomo <0.0-1.0>
Summon indicated class	summon <class>
Select new co-op level	switchcooplevel <level>
Level select	switchlevel <level>

Roadsters

How can I get more cash and different cars in this N64 game? Other cheats would be useful, too.
Phil Speards, Reading
Here's the cash help first. NOTE: All codes are case-sensitive:

- $250,000: Rename any character to fastBUCKS at the character selection screen. 'Congratulations' will be spoken to confirm correct code entry.
- $1,000,000: Rename any character to EasyMoney at the character selection screen.

As for the cars? Try these:

- Hovercraft cars: Rename any character to Skywalker at the character selection screen.
- Mini-cars: Rename any character to Car Radio at the character selection screen.
- All classes: Rename any character to Gimme ALL at the character selection screen.

Want more cheats? Here's a few for you:

- Big tyres: Rename any character to BigWheels at the character selection screen.
- High resolution mode: Rename any character to Extra rez at the character selection screen. After entering the code, return to the option menu and select the Extra-resolution option.
- Overhead view: Rename any character to Chopper at the character selection screen.
- High-pitched commentary: Rename any character to Smurfing at the character selection screen.
- Disable all cheats: Rename any character to CheatsOff at the character selection screen. All previously activated cheats will be deactivated.
- Faster name entry: Rename any character to Anyway at the character selection screen. Any time a character is renamed the 'letter wheel' will spin faster, making it easier to put in new codes.

Ready 2 Rumble Boxing

I'm rumbling but I'm bumbling too on this PlayStation game – well, a bit. Any cheats?
Jack Sawple, Oxford
Take a dive for this lot:

- Champ class boxers: Enter Championship mode and enter CHAMP as a gym name. Exit Championship mode and enter Arcade mode to access all the boxers including Damien Black.
- Gold class boxers: Enter Championship mode and enter GOLD as a gym name. Note: This also unlocks Nat Daddy in Arcade mode.
- Silver class boxers: Enter Championship mode and enter SILVER as a gym name. Note: This also unlocks Bruce Blade in Arcade mode.
- Bronze class boxers: Enter Championship mode and enter BRONZE as a gym name. Note: This also unlocks Kemo Claw in Arcade mode.
- Alternate costumes: Press Square + Circle at the character selection screen.
- Cheap vitamins: Choose to train your boxer in Championship mode. Go to aerobics, press Left and immediately press X. If done correctly, you'll have just bought a $25,000 vitamin bottle for $500. You can do this with any of the training material.

(Enter) to activate the corresponding cheat function:

EFFECT	CODE
View credits	endcredit
Free Indy when stuck in a corner or wall	fixme
Display frame rate	framerate
Pirate costume	makemeapirate
Displays version number	Version

DREAMCAST

DYNAMITE COP
Tranquiliser gun mini-game: Successfully complete the game one time.

- BONUS MISSIONS: Successfully complete Missions 1, 2 and 3 without using all continues to unlock three additional missions. Note: This also allows unlimited credits for the tranquiliser gun mini-game. Mission 4 is based on Mission 1 with a single life, double damage weapons and no continues. Mission 5 is based on Mission 2 with a time limit in each room and no continues. Mission 6 is based on Mission 3, with very little health, few health power-ups, no other power-ups, and no continues.
- PLAY AS THE MONKEY: Successfully complete Missions 4, 5, and 6 to unlock the Monkey. The Monkey fights similarly to Bruno.
- PLAY AS ORIGINAL BRUNO: Collect all illustrations in the game to unlock the original Bruno from *Die Hard Arcade*.
- EXTRAS: Note: This trick requires the Dreamcast Web Browser. Load the web browser and enter the Sega's Dreamcast Network site. Enter the Games/Downloads/Game Extras area. Download the *Dynamite Cop* Detonator Pack on a VMU that contains a saved file from the game. Start the game CD and enter the option menu. Select the Detonator Pack and choose to combine the Detonator Pack with your existing saved game file. These extras will now be unlocked: A bonus stun gun weapon will appear randomly during the game; extra graphics will appear in Caribbean Pirates mode. Highlight Ivy at the character selection screen, then hold Start. Cindy from *Die Hard Arcade* will be unlocked.

NINTENDO 64

WWF WRESTLEMANIA 2000

- RANDOM WRESTLER: Press C-Up at character selection screen.
- MANAGER ASSISTANCE: Your manager can help fight if your wrestler is the first person in the ring. Hold R + L + C-Up + C-Down + Z on controller three to have your manager be controlled by player three. If your wrestler is the second person in the ring, hold R + L + C-Up + C-Down + Z on controller four. Note: This only works for single matches.
- MANAGER INTERFERENCE: Start a one-on-one match and select a wrestler that has a manager/valet. Select an opponent that doesn't have a manager/valet. Start the match and wait for a run-in. After the new wrestler enters the ring, your manager will jump into the match and beat up the interfering wrestler.

Send all your questions to our new address below. We'll print as many answers as we can, but we can't give personal replies via post.

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computer and video GAMES

mailbag

YOUR LETTERS

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STAR LETTER
C.O.M.P.U.T.E.R.

Thought I'd send you something interesting. For the benefit of the younger members of your team, this item is actually called a C.O.M.P.U.T.E.R. It was, in fact, the PlayStation/Dreamcast of its day, boasting a huge 48k memory, an 8-bit CPU, colour clash and powerful one-channel sound. Your magazine used to print games for it and I used to type them in.

Please also find a copy of the ground-breaking game *Uridium*. You have to load it into the computer using a tape deck. This is where the term 'frustratingly long loading times' originated.

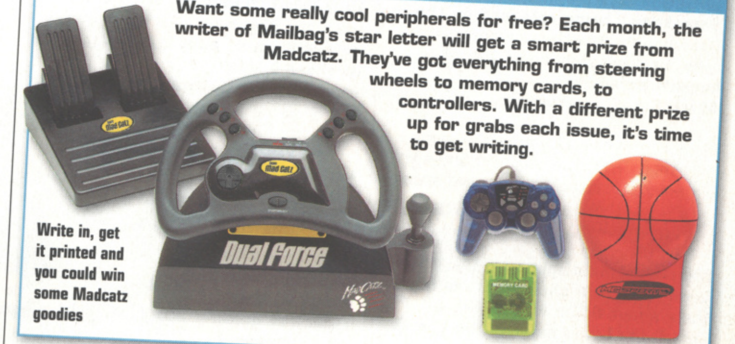
I've been buying Computer and Video Games on and off since Issue One and you remain the best multi-format magazine on the newsagent's shelf.

Andy Elliott, Little Fencote

Andy, you can't imagine the panic that set in when we opened the box: older members of staff immediately went in search of a tape player and their lost youth. Thank you, you've made some old gameheads very happy.

WIN WITH MADCATZ®

Want some really cool peripherals for free? Each month, the writer of Mailbag's star letter will get a smart prize from Madcatz. They've got everything from steering wheels to memory cards, to controllers. With a different prize up for grabs each issue, it's time to get writing.



Write in, get it printed and you could win some Madcatz goodies

IN 2006

While reading your feature on future games (Issue 219) I was intrigued when you said there would be no new games after 2006. The next day I read in The Sun that Eidos wasn't making as much money and shares were down due to boring games and relying too much on the likes of Lara Croft. Hopefully this has scared Eidos and other companies because we need more original games. Companies took risks with the first *Tomb Raider* and the first *Resident Evil*, and they were both very successful.

Richard Ross, Ayrshire

PULP FICTION

I thank you kindly for your great free gift of a PlayStation2 (with Issue 219). As soon as I had folded my cardboard PS2 into shape I went straight to Cardboard City and bought cartridges of *Cardboard Fantasy IX*, *Cardboard Warriors*, *Card Invaders*, *Perfect Card*, *Card Gear Solid*, *Gran Cardismo*, *Mortal Kardbat* and finally, *Resident Evil (Card Veronica)*.

I bought all these games with the money I'd been saving to purchase a PS2. I excitedly leaped into my seat in front of the telly and while getting comfortable in my arse-shaped groove (worn-in over a decade), I looked down and realised that my cardboard cut-out of Santa's Little Helper had chewed my PS2 into pulp! And my stupid cardboard cut-out of Marge had just stood and watched.

The moral of this story is, don't trust a cardboard animal as far as you can throw it like a frisbee.

Cliff Mallinder, Tottenham

DEAN SCOTT. NO!

I think Dean Scott was wrong in his review of *Dynamite Cop* for the Dreamcast (Issue 219). It might not be on a par with *Final Fight* or even *Double Dragon*, but it does provide an exciting arcade experience from a console. I realise I must be in the minority, but for me longevity is not a major factor in choosing a game and I don't have the 50-odd plus hours of game time to get the best out of the *Final Fantasy* series.

David Bateman, Glasgow

At two quid a minute, *Dynamite Cop* is not good value for money. There's plenty of other arcade conversions out there that are miles better value.

FLIPPING HAPPILY

I was flipping happily through Issue 218 when, oh my god, I noticed a Dreamcast (hack, hack, spit, spit, scum o' the Earth) review of *Pen Pen*, and – listen very carefully – it didn't get five stars! Ever since Dreamcast came out, you've been sucking up to Sega and in one issue before last year's relaunch you had absolutely no features on the N64 at all. This sickened me.

Gregg Mather, Appley Bridge

If we've sounded excited about DC, that's down to the quality of the games. As for N64 games, you'll find plenty in this issue to keep you happy.

THAT'S IT,

Here's my load of treasure – it shall be yours in exchange for something small or big.

Daniel Richards, Wolverhampton

NO MORE

Here's a 'something interesting' package. Hope you like the stuff in it.

Josh smith, Hants

RUBBISH, PLEASE!

Here are some cool things that were lying around my room...

Metal Jedi, Glasgow

Thank you, one and all. But that's enough crap that you happened to have lying around your house, found in the rubbish bin or at the bottom of your bag. We're now getting so much cack through the post, the postie is getting fed up lugging it up the stairs. No more old tat, please! Whoever sent the bike tyre repair kit, thanks. Very useful when Matt got a puncture on the way to work yesterday.

> *"My cardboard cut-out of Santa's Little Helper had chewed my PS2 into pulp"*
>
> ***Cliff Mallinder, Tottenham***

YOUR LETTERS

> "I haven't the slightest idea what you're on about, but I've a great game of chess inside"
>
> **Michael Brady, Wigan**

HORSE'S ARSE

I have heard rumours about *Wrestlemania 2000* and *WWF Smackdown* being released on the Dreamcast. Are these rumours true, or have they come out of a horse's arse?
Mark Small, Liverpool

It's horse's arse. However, the same publisher, THQ, is developing an as yet unnamed wrestling game as we speak.

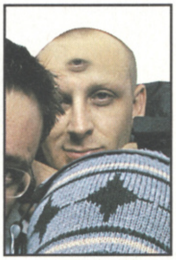
OLD PEOPLE ARE USELESS

My next door neighbour must have been living in a shell all of his life (he's about 61 now, I think). Yesterday I was helping him sweep his driveway because he was struggling, so I thought I would have a chat with him.
"Have you seen that new PlayStation game coming out called *WWF Smackdown*?" I asked.
"What?" he replied.
"*WWF Smackdown*?" I repeated.
"What on Earth are you going on about?" he said.
"You know, a console that you play games on."
He looked at me strange, so I thought I'd compromise.
"Mr Jones," I said, "You must have heard of *Pong*? *R-Type*? *Space Invaders*?
No, he replied to all. This time I thought I'd make it real easy.
"Mr Jones, have you played *Pac-Man*?"
He replied, "I'm sorry but I don't have the slightest idea what you're on about, but I have a great game of chess inside."
Michael Brady, Wigan

ENVELOPE OF THE MONTH

Stacks of you have been busy decorating your Mailbag envelopes, and this month's winner is Josh Smith from Hants. Nice use of the NeoGeo screen for our address. To everyone else, be imaginative and keep sending them in.

EYE FOR DETAIL



I was flicking through Issue 219 when I spotted in the group photo of the CVG team (page 5) that Pete had grown an extra eye. I was wondering, is he related to one of my teachers or did he nick it from the bloke on page 79 from *Resident Evil*?
Alistair Sinclair, Leeds

X-MEN

If you have the address for the X Brothers (who were recently in Mailbag), please pass this on...
Oi turd faces, *Pokémon* is not sh*t, it's a class game and over five million copies plus games figures, cartoons, books and comics have been sold. What does someone called "X" know anyway?
Paul Davies, East Sussex

TOP OF THE POPS

You guys kick mag ass! And your Top 100 games in Issue 218 was brilliant, or so I thought. Don't get me wrong, I loved it, it's just that my favourite game *Tenchu Stealth Assassin* wasn't there and I think it's absolutely brilliant. Do you guys like it or am I the only *Tenchu* freak in the world?
Oh yeah, do you super-fly guys at Computer and Video Games know when the PlayStation2 comes out in the Republic of Ireland as I would like to start saving immediately.
And thanks for all the free stuff that comes with your mag, please can I have some more?
Sean Woods, Dundalk

You're not the only one who likes *Tenchu*, we received other votes for it but not quite enough to squeeze it into the Top Ten. The good news for all you *Tenchu* maniacs is that there's a sequel well under way. As for PlayStation2, we reckon it will be in shops near you at the same time as the rest of the UK. Sony hasn't given an exact date yet. Expect it to be late autumn 2000.

NICE TRY

Dear Directorship, with greeting and desire of the best success and prosperity in all your lifetime, if possible, please send me a free copy of your publication.
Iemna Nikpei, Iran

You're going to have to try harder than that, mate. No.

GIZ US A JOB

I am 16 and about to leave school. I would like to become a games reviewer for a magazine like yours. Any information on how this can be done would be most welcome. I have enclosed copies of some of the reviews that I've written in my spare time. I hope you like them.
Christopher Nicholls, Barnet

Thanks for the reviews. For more info on game-related jobs, have a look at the feature Get Paid To Play on page 62 of this issue.

LARA V TONY HAWK

My only monthly exercise is sprinting down to the local superstore and picking up your amazing magazine at an amazing price. Cheers!
In your last issue a chap wrote in to say thanks for your Tony Hawk poster – get real, mate! Have you not seen what's on the other side? Lara Croft is on my wall.
Recently, I purchased my best buy for the PlayStation: *Gran Turismo* for £20. I've had hours of fun with it, burning rubber, and my mates are beginning to tire of my rear end.
Brad Goldsworthy, Devon

POKEDISASTER

One evening I came home, ready to continue *Pokémon*, when I got the shock of my life. Someone had deleted my saved file – all 98 of the Pokémon I had collected were gone. Fifty-six hours of playing time for nothing. I shouted, "Who the hell messed with my Game Boy!" My younger brother explained it was him. I felt like beating the hell out of him but managed (just) to keep my cool. Now I feel I can't start all over again – it took me forever to catch and train 98 *Pokémon* and I was heading for the Elite Four, too. Beware, all you *Pokémon* players: don't let anyone mess with your Game Boy.
Huzaifa Abowath, Leicester

ONLY JOKING

Two men on a mountain and one has a budgie on his shoulder. The other man has a shotgun in his hand and a parrot on his shoulder. They both jump off the mountain and while falling the second man shoots the parrot with his shotgun. They both hit the floor and the first man says, "I don't like this budgie jumping much." The second man replies, "I don't like this parrot shooting, either."
Michael Thrussell, Manchester

WHO WROTE TO MAILBAG THIS MONTH

Adam Evans; Chris and Jeff, Leeds; Richard Ross, Ayrshire; Luke Nardoni, Swindon; Wesley Jones, Gloucestershire; Malcolm Fernandes, London; Peter Gooding; Rick Bishop, Dover; Graham Wood, Huddersfield; Peter James, Surrey; Imad Hussain, Birmingham; Ammar Waraich, Swansea; Patrick Bates, Jersey; James Scott, Tewkesbury; Jesse Kelly, Bristol; Kurt Gerrard, Muswell Hill; Mick; Andrew, Atherton; Peter Willman, Lancashire; Greg Taylor, Falkirk; Sean Haughey, Dublin; Matthew Mitchell, Devon; R. Brown, Liverpool; Devraj, Dorset; Mohammed Kashem, London; Stephen Connor; Tim Chmielewski, Australia; Michael Hamey, Norfolk; Jon Price, Cheshire; Jamie Osta, Wirral; Johnathan Nicolson, West Yorkshire; Stuart Johnstone, Darlington; Darren Mooney, Bedfordshire; Stephen Russell; Ciaran Gallagher, Co. Tyrone; Ali Mikhtari, Iran; John Beatty, Liverpool; Ed Wright, Surrey; Giuseppa Barresi, Solihull; Daniel Jones Jr., London; Josh Smith, Hants.

> "Pete's grown an extra eye. Is he related to one of my teachers?"
>
> **Alistair Sinclair, Leeds**

The Prize Zone

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Body Harvest
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Brian Lara Cricket
Broken Sword 2
Bubble Bobble
Buggy Heat
Bust A Groove
Cardinal Syn
Championship Manager
Colin Mcrae Rally
Colony Wars
Coolboarders 2
Crash Bandicoot 1,2&3
Crash Team Racing
Croc
Destruction Derby 1&2
Diddy Kong Racing
Die Hard Trilogy
Dino Crisis
Donkey Kong 64
Doom / Doom 64
Driver
Duke Nukem: TTK
Duke Nukem: Zero Hour
Earthworm Jim 3D
Extreme G 1& 2
FIFA 2000
Final Fantasy 7 & 8
Formula 1
Future Cop
Get Bass
Gex / Gex 3D
Goldeneye
Gran Turismo
GTA 1&2
Harvest Moon 64
House of the Dead 2
Independence Day
Iss Soccer / Pro 98
Jet Force Gemini
John Madden NFL
Jonah Lomu Rugby
Lego Racers
Mario Golf
Mario Kart
Medal of Honour
Metal Gear Solid
Micromachines / V3
Mission Impossible
Nascar 99
NBA Jam
NBA Live 99
Nuclear Strike
Parappa The Rappa
Parasite Eve
Peak Performance
Phantom Menace
Plasma Sword
Quake 2 / Quake 64
Rage Racer
Rally Cross 2
Rayman / Rayman 2
Ready 2 Rumble
Red Alert
Renegade Racers
Resident Evil 1&2
Resurrection
Ridge Racer
Rogue Squadron
Rollcage
Rugrats
Sega Rally 2
Sonic Adventure
Soul Blade
Soul Calibur
South Park
South Park Rally
Speed Freaks
Spyro The Dragon 1&2
Starwars: Racer
Street Fighter Alpha
Super Smash Bros.
Syphon Filter
Tai Fu
Tekken 2 & 3
Tenchu
Theme Park World
This is Football
Time Crisis
Tomb Raider 1-4
Tomorrow Never Dies
Tony Hawks Skater
Total NBA
Toy Commander
Turok 1 & 2
Turok Rage Wars
Twisted Metal 3
Unreal Tournement
Virtua Striker 2
Wave Race
WCW Nitro
Wipeout 2097/3/64
WWF Attitude
WWF Warzone
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Zelda 64

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Calls cost up to £3, so please ask permission from the person who pays the phone bill.

Most competitions require a tone phone. If a competition is marked INSTANT WIN then you will be told if you are a winner during your call. PrizeBuster has 6 questions worth 1-10 points each and winners must achieve the required number of points. Instant Win competitions have questions and a game to decide if you are an instant winner. Other competitions involve questions with tiebreaker and end on the 31st May 2000 (unless otherwise indicated), after which they may be replaced by a similar service on the same number. Actual designs may vary. If you would like rules or winners' names, see our web site or send a request with stamped addressed envelope. If you win an INSTANT prize send your claim, with Cliam Number to

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WHAT'S IMPORTANT

The Computer and Video Games Five-Star Award is your guarantee of a great game. When you see the logo, it's like having an informed best mate recommend you a game personally. It's something you can always trust.

HONEST Regardless of hype, reputation or advertising surrounding a game, if it's great we'll say so and if it's poor, we'll tell you the truth.
FAIR We're not biased. A good game is a good game regardless of format or who has made it.
THOROUGH We play games longer and harder than anyone else. And we don't rate games on half-finished versions, either. We'd rather wait and give you the full, accurate story.
KNOWLEDGE Computer and Video Games is 17 years old. We were the world's first games mag – which means we've played more games than any other mag. Our writers are all experts, have years of experience and know what makes a cracking game.

computer and video games
★★★★★

Any game that earns the Five-Star Award is truly exceptional. It'll do more than just look good and play well, it will rank with the most enjoyable and rewarding games in existence.

THIS MONTH'S BIG HITTERS...

92
SOUL REAVER ON DC
Lip-smacking fun

96
THE SIMS
Damn sight more fun than Coronation Street

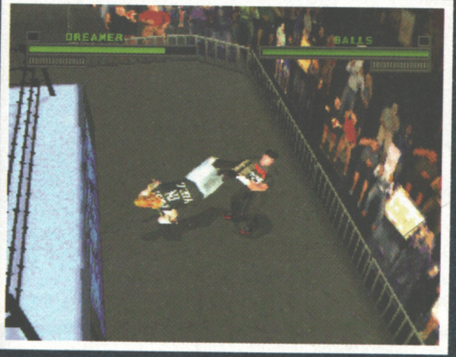
108
POKEMON STADIUM
N64 gets a *Pokémon* fix

110
FEAR EFFECT
Can you handle a John Woo-style trip to hell?

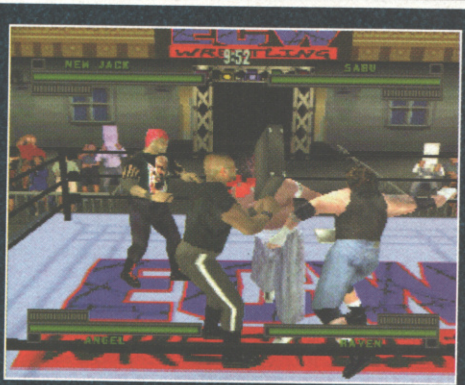
PlayStation
COST: £39.99
OUT: NOW
MULTIPLAYER: 1-4
COMPATIBLE: DUAL SHOCK/ MULTI-TAP

THIS IS HARDCORE

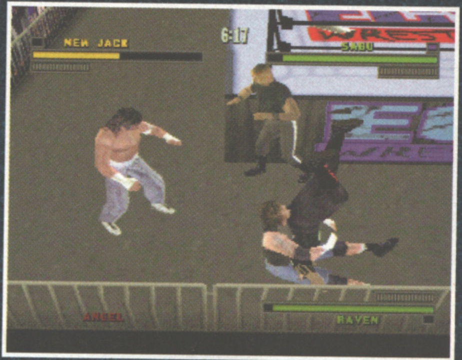
Forget the men in tights image of wrestling. ECW is the new face of brutal sports entertainment and remains the nastiest viewing experience you can have (except for the much banned UFC). We got in on the action PlayStation-style.



No ropes, just barbed wire to bounce into – and if you go outside the ring, the *ECW* way of following is to fly over the top rope



Just a few seconds into a fight and you can expect the blood to start flying, especially with psychos like Sabu in the ring



Notice the lack of cushioned mats like they have in the WCW and WWF. This is pure flesh- and bone-hitting concrete action

ECW HARDCORE REVOLUTION

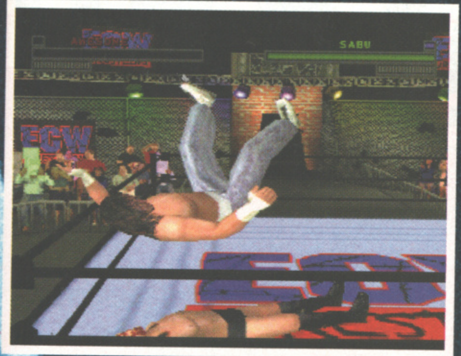
If you've mastered the *Attitude* it's time to get hardcore

WORDS & SCREENSHOTS: LES ELLIS

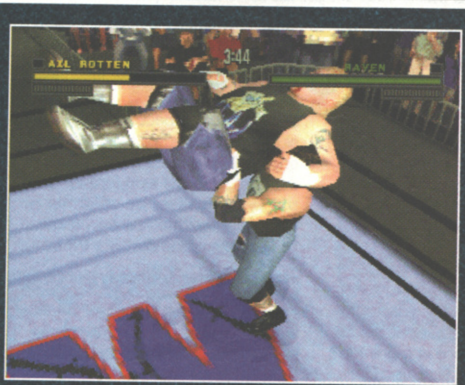
These are the boys who taught the WWF how to play rough. The ECW wrestlers were smashing tables over each other and drawing blood with barbed wire before the WWF guys had opened their first bottle of baby oil – the ECW even trained some of the top WWF stars. And now they have their own game – that's what we call hardcore. Pass the razor blades, we're gonna spill some blood.

LOVELY MOVER

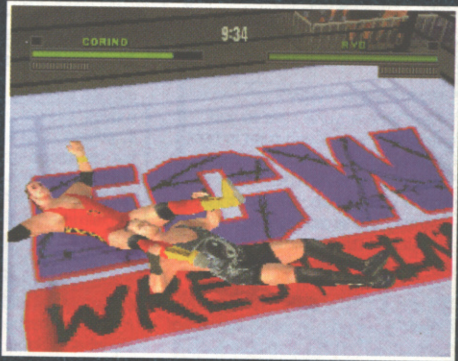
It may not have the glitz of the WWF, but the guys in the ECW know a hundred different ways of inflicting lots of pain on each other, either with their bare hands or with props they find lying around in the ring or the crowd.



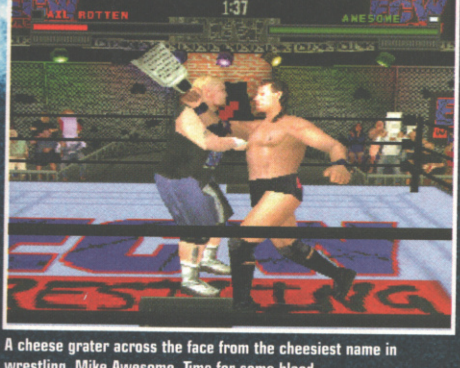
Sabu's Arabian face-buster is just as effective when done on a table or a chair but you can't do that in the game. Shame



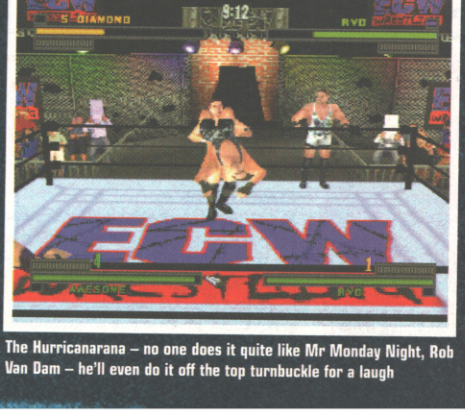
Raven is the most mysterious man in wrestling, and if he catches you like this you're going down with a knee between your legs



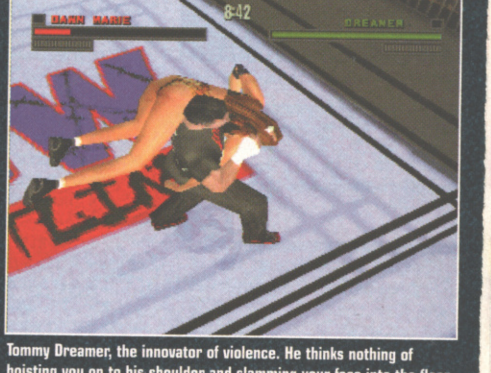
One minute you're on Rob Van Dam's shoulders, the next you're on your back with crunched vertebrae



A cheese grater across the face from the cheesiest name in wrestling, Mike Awesome. Time for some blood



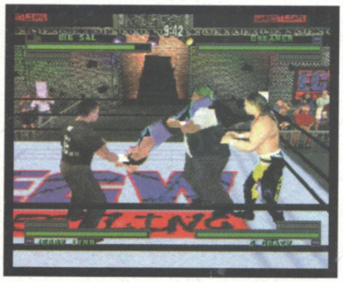
The Hurricanarana – no one does it quite like Mr Monday Night, Rob Van Dam – he'll even do it off the top turnbuckle for a laugh



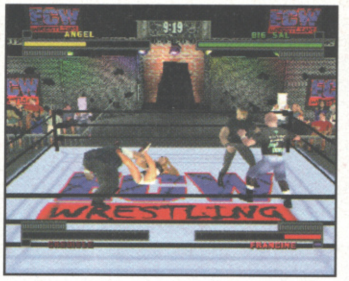
Tommy Dreamer, the innovator of violence. He thinks nothing of hoisting you on to his shoulder and slamming your face into the floor

NEW MATCHES

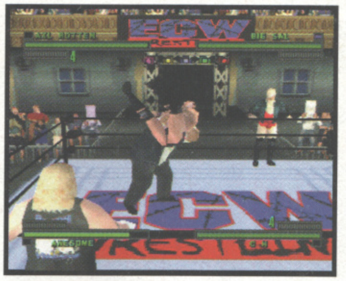
WWF Attitude introduced a lot of features never seen before in a fighting game. *WWF Smackdown* built upon that, but *ECW Hardcore Revolution* has features and matches those games never even dreamed of.


BIG SAL
DREAMER

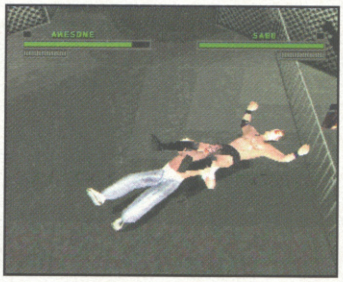
Three-on-one. As if beating *one* of these madmen wasn't enough. The tables could be turned, though


ANGEL
9:19
BIG SAL

Four groups of four slug it out. When one gets knocked out, the next member joins the fight



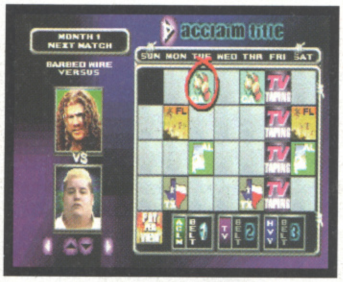
Eight man tag, but only four are allowed ringside at one time – the *Attitude* engine can't handle more


AWESOME
SABU

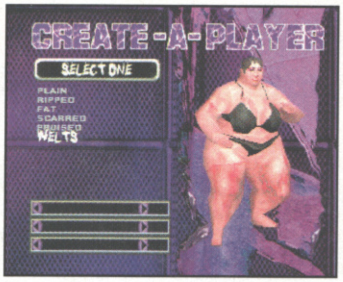
Remember the Triple H V Cactus Jack Street Fight from *WWF Royal Rumble*? That's what to expect

EVEN MORE FEATURES

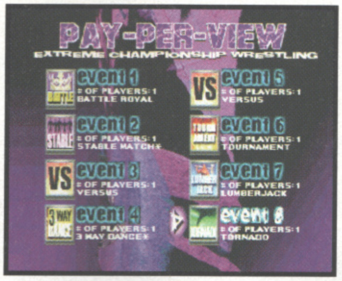
It's not just one-on-one or tag team, or even special matches. There's loads of stuff in here to keep wrestling fans happy until the next ECW release. Even when you've finished the game there's loads of stuff here to keep you coming back and tinkering, making a new game every time. Now that's what we call value for money.


acclaim title
MONTH 1
NEXT MATCH
BARBED WIRE
VERSUS
VS
SUN MON TUE WED THR FRI SAT
TV TAPING
BELT

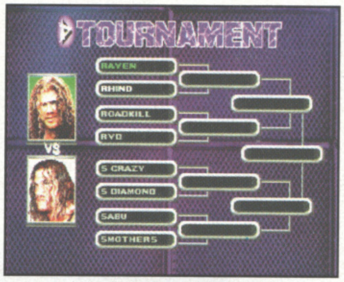
Career mode: take a wrestler, guide him through house shows, on to TV and towards the title belt


CREATE-A-PLAYER
SELECT ONE
PLAIN
RIPPED
FAT
SCARRED
BRUISED
WELTS

You can design your own wrestler and give him or her the look and moves of your dreams


PAY-PER-VIEW
EXTREME CHAMPIONSHIP WRESTLING
event 1 # OF PLAYERS:1 BATTLE ROYAL
event 2 # OF PLAYERS:1 STABLE MATCH
event 3 # OF PLAYERS:1 VERSUS
event 4 # OF PLAYERS:1 3 WAY DANCE
event 5 # OF PLAYERS:1 VERSUS
event 6 # OF PLAYERS:1 TOURNAMENT
event 7 # OF PLAYERS:1 LUMBERJACK
event 8 # OF PLAYERS:1 TORNADO

Make up your own PPV, stuffed full of matches like Van Dam V Sabu, using the gimmick matches


TOURNAMENT
RAVEN
RHINO
ROADKILL
RVD
S CRAZY
S DIAMOND
SABU
SMOTHERS
VS

Set up a match like WWF's King of the Ring with you fighting three or four times to win

WHAT WE THOUGHT

ECW? WHO THEY?

Next time anyone says to you wrestling is just sad men in tights faking fights, make them watch an ECW show. With men being sliced open with blades, thrown through flaming tables and having chairs smashed over their skulls, it's the most brutal example of sports entertainment you'll ever see.

HARDCORE V SMACKDOWN

ECW uses an enhanced version of the *WWF Attitude* engine, so if you played that game you know what to expect. Instead of *Smackdown*'s one-button and direction combos, you use quite complicated combinations to access anything but the most basic moves. Casual gamers won't go for it, preferring the *Smackdown* way, but hardcore fighting game players will feel at home immediately.

EXTREME MEASURES

Acclaim has poured a lot of features into the *ECW* game – eight-man tag, one-on-two, one-on-three and plenty of extra match-up types. Why have ropes around the ring when barbed wire is more fun? So what if Sabu and Rob Van Dam aren't quite as famous as The Rock or The Undertaker, their moves more than make up for it.

THE CHAMP

ECW Hardcore Revolution is good – as you would expect from any slugfest powered by the *Attitude* engine. But it loses a lot without the glitz, glamour and familiarity of the WWF licence. It's still a top wrestlefest with a few new tricks to keep everyone on their toes.

computer and video Games

★★★★

IF YOU LIKE THIS TRY THESE...
WWF Smackdown (PS), *WWF Attitude* (N64/PS)

HOT COMPETITION

Computer and Video Games has another top blag for you this month. We've got ten copies of *ECW Hardcore Revolution* on N64 and another ten on PlayStation waiting for the first names out of Dean's pants with the correct answer to this question.

What's ECW resident psycho Raven's real name?

a) Scott Hall
b) Scott Robinson
c) Scott Levy

Send your answer in to ECW Compo, CVG Magazine, EMAP Active, Angel House, 338-346 Goswell Road, London EC1V 7QP.
Closing date for entries 12th April. Remember to include your game format. Good luck!

£5 OFF

ANY N64, PLAYSTATION, PC OR DREAMCAST GAME PRICED £34.99 OR MORE AT HMV!

HMV

computer and video Games

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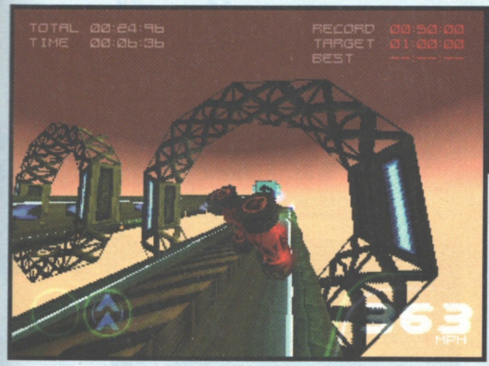
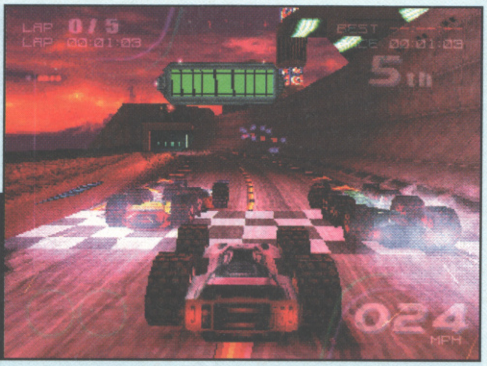
■ Valid until 29/04/00
■ Only one voucher per transaction. Cannot be used in conjunction with any other voucher, promotion or discount.
■ Offer is not open to employees of EMAP publishing, HMV, their agencies, families or anyone directly connected with the offer.
■ Photocopied, damaged or defaced vouchers will not be accepted.
■ Cash value 0.001p



The game's courses are predictably outlandish. The M1 will look like this in the future. Maybe



On the starting grid. If you're into white glare effects, you should rush out and buy a copy

PlayStation

COST: **£29.99**
OUT: **MAR**

MULTIPLAYER: **1-2**
COMPATIBLE: **DUAL SHOCK, JOYPAD, MEMORY CARD**

ROLLCAGE STAGE 2

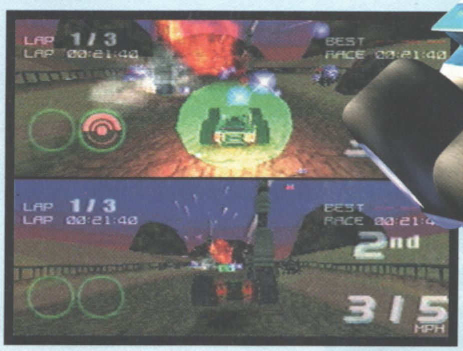
WORDS & SCREENSHOTS: DEAN SCOTT

Back to the future... again

WHAT YOU NEED TO KNOW
This is the sequel to *Rollcage*, with more 360° racing frolics. You can flip the car on to its roof and it carries on going. You can drive it on the roof of a tunnel and pick up weapons to shoot other racers. Although *Rollcage Stage 2* does have more tracks, more cars and more play modes than the original game, it unfortunately plays exactly like it.

FORMULA FUTURE
Graphically the game is good, maintaining a swift speed without scenery popping up in the distance. The soundtrack is predictably future racer, with a host of dance bods offering up funksome tunes. What it doesn't have is style, and genre benchmark *Wipeout 2097* has that in spades. A few interesting two-player modes sprinkle seasoning on an otherwise bland gaming snack.

WORTH PLAYING?
Rollcage Stage 2 is not a bad game, but it isn't a terribly exciting one, either. Maybe due to the fact that it isn't much different to the first game.



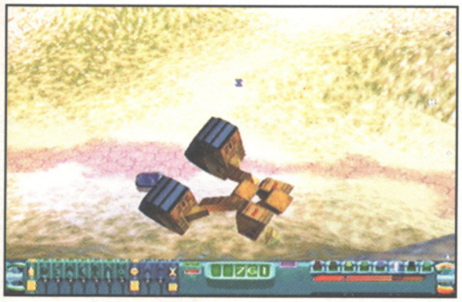
computer and video
Games
★★★

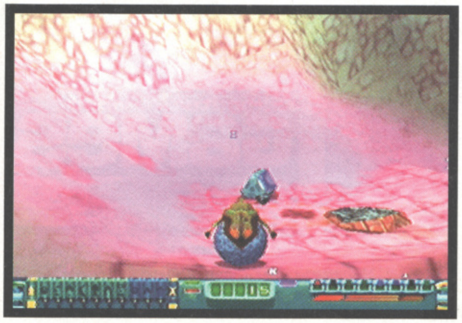
IF YOU LIKE THIS TRY THESE...
The *Wipeout* series (PS), *Gran Turismo 2* (PS)

WILD METAL

A tank-based shooter that's more wet wool than wild metal

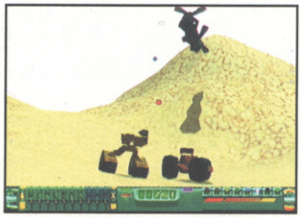
WORDS & SCREENSHOTS: LEE SKITTRELL

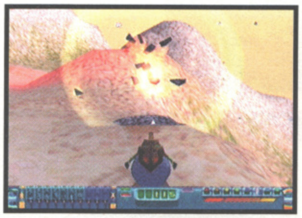




WHAT YOU NEED TO KNOW
It's future-shooter time again and once more you're the lone soldier on a mission to save the world. A horde of self-aware, biomechanical tanks have been marauding the surface of the planet and it's up to you to wipe them out and make it safe for us humans again. Yawn...

TOMMY TANK
The game takes place in a set of bland, outdoor arenas. In single player, to clear each arena you have to locate and collect the scattered power cores, then return them to your base. The 'wild' tanks will try to stop you by shooting at you or ramming your machine. Either roll away or engage in some uninvolving tank combat, then carry on trundling slowly around the sparse, foggy levels until you find the power cores/get killed/get angry and throw the game out the window.



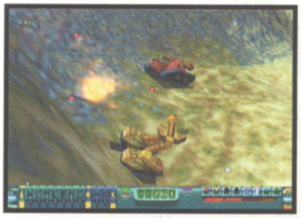


WORTH PLAYING?
Wild Metal Country was popular on PC but this Dreamcast version is dull, dull, dull. Sure, the tank control is okay and the in-game physics are clever, but after spending ages trying to get up a hill where you can see a power core, and sliding down just as you get to the top, these clever physics will have you screaming with rage. The PC version offered some great multiplayer action, but on DC it only lets two players battle it out and contains all the problems of the main game. Don't even be tempted.

Dreamcast.

COST: **£39.99**
OUT: **NOW**

MULTIPLAYER: **1-2**
COMPATIBLE: **JOYPAD, VM UNIT**



Wake me up when the fighting starts

computer and video
Games
★

IF YOU LIKE THIS TRY THESE...
Battlezone (N64), *Battlezone 2* (PC)

Dreamcast

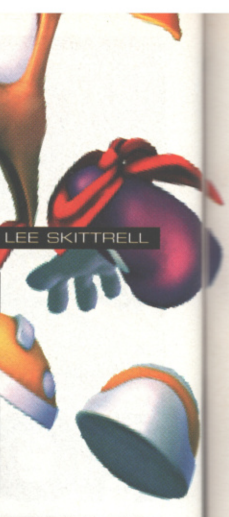
COST: **£39.99**
OUT: **NOW**

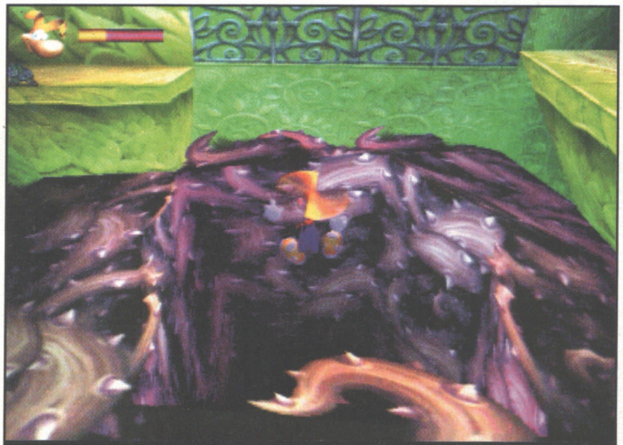
MULTIPLAYER: **1-4**
COMPATIBLE: **VM UNIT**

RAYMAN 2
THE GREAT ESCAPE

No arms + no legs = best platformer in ages

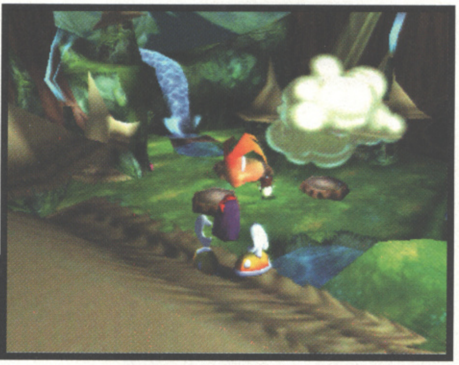
WORDS & SCREENSHOTS: LEE SKITTRELL





During your epic quest you'll have to use Rayman's helicopter-hair to negotiate tricky areas

YES, BECAUSE YOU NEED SIX TO OPEN THE THREE PORTALS, TWO FOR EACH !



Hey, good looking. Take time while playing to check out the ace backgrounds

WHAT YOU NEED TO KNOW

3D platforming has never looked so good. Whether you're a platform game fan or not, *Rayman 2* will leave you drooling as it blows you away with it's gorgeous looks. *Rayman 2* on Dreamcast is an improved version of the N64 game and offers more traditional platform action than say, *Sonic Adventure*, and is all the better for it.

MMM... MINTY FRESH

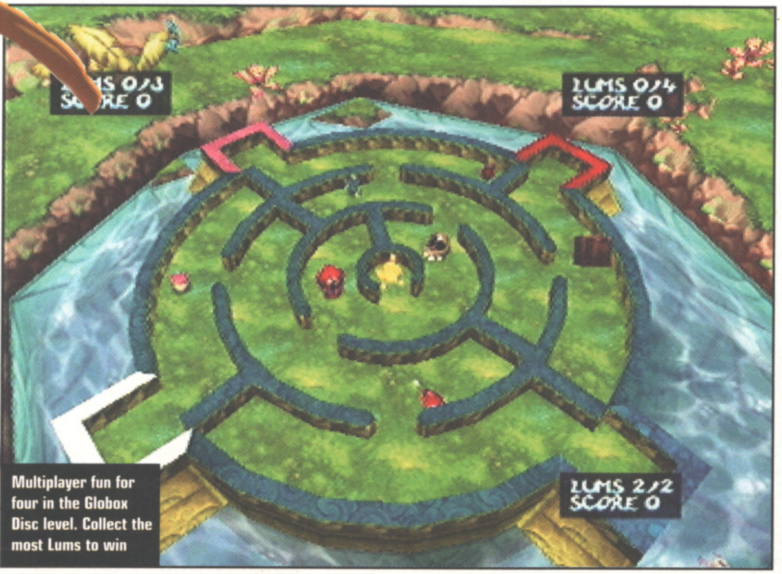
As well as being the finest looking platform game to ever grace a home console, *Rayman 2* features gaming action to die for. All the platform game elements you'd expect to see are here, but they're put together in such a great package that they feel totally fresh. The game is broken up into smaller stages, each with a number of challenges and puzzles.

MULTIPLES OF FOUR

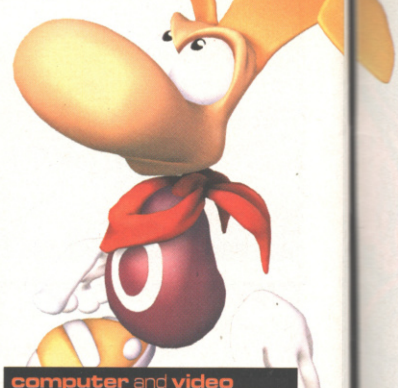
To add to the game's longevity there are a host of areas to revisit and some ace unlockable treats. The best of these is the fantastic multiplayer game. Up to four players take control of little dudes and race around a screen-sized disc. The winner is the one who collects the most gold Lums, while avoiding meanies and collecting power-ups. The only drawback is that you'll have to work hard in the main game to unlock it.

WORTH PLAYING?

Rayman 2 is an awesome game and is by far the best platformer on Dreamcast. The main game is massive and will keep you hooked – even in some of the tougher sections. The little touches of humour and excellent in-game presentation make *Rayman 2* feel like a complete experience, while the inclusion of the multiplayer game is a stroke of genius. Buy this – you won't be disappointed.



Multiplayer fun for four in the Globox Disc level. Collect the most Lums to win



WIN RAYMAN 2!

We've got five copies of *Rayman 2* up for grabs. Answer the question and send it to:

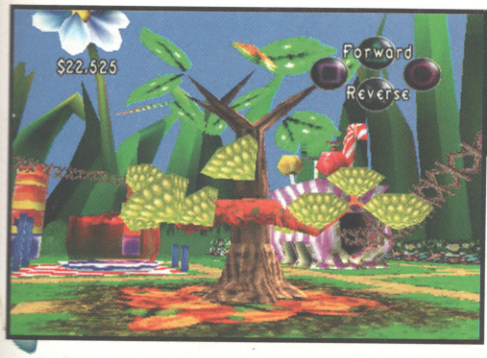
Where's Yer Legs Comp,
Computer and Video Games,
338-346 Goswell Road, London,
EC1V 7QP

Q: *Rayman 2* was recently released on which other format?
A – PlayStation
B – N64
C – Wonder Swan

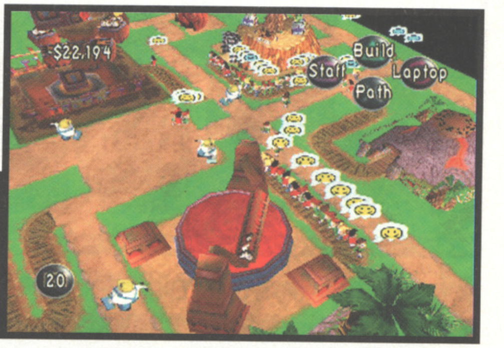
computer and video Games

★★★★★

IF YOU LIKE THIS TRY THESE...
Mario 64, *Banjo-Kazooie* (N64), *40 Winks* (PS/N64)



Not short on colour and fun visuals but a long way short of beautiful



Queues and happy faces – excellent! No builder's clefts from my repair men helps

PlayStation

COST: **£29.99**
OUT: **MAR**
MULTIPLAYER: **NO**
COMPATIBLE: **JOYPAD/ MEMORY CARD**

THEME PARK WORLD

WORDS: PETER WALKER **SCREENSHOTS:** VARIOUS

PlayStation: 1, PC: nil

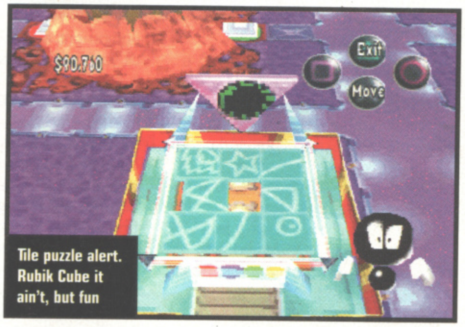
WHAT YOU NEED TO KNOW

Face it – sim games suck on PlayStation. The one half-way respectable title, *Theme Park*, is now so old and crusty it should have a beard and incontinence pants. What we need is a spanking new full-on sim with rotating 3D looks and the depth and addictive gameplay of Bullfrog's *Theme* series. Which is exactly what's coming. It's called, erm, *Theme Park World* and it's from, umm, Bullfrog. There's progress for you…

THE MUTT'S NUTS

Games that improve on conversion from PC to PlayStation are rarer than dogs that don't lick their nuts, but that's exactly what *TPW* does – and it's a real pleasure to play. A lot of the irritations that dragged the PC version down to a 3-star CVG rating have been sorted and a bunch of cool new stuff has been added. Some of the depth and stats of the PC version have been sacrificed for ease of play but it has retained much of the guts of a full-on sim under the cutesy surface. And it's all wrapped up in a genuinely intuitive interface that avoids the slightest hint of cursor action. Now that's impressive.

Info
No
Yes
Play again?
OLD TICK
TE



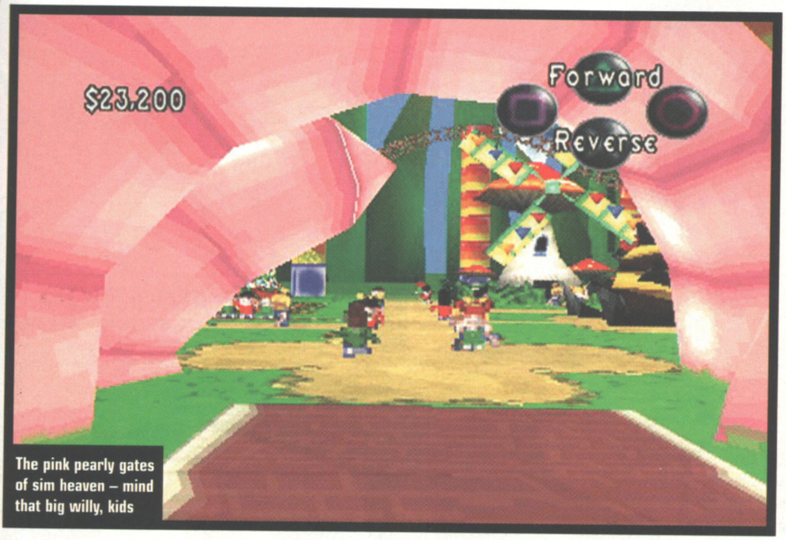
Tile puzzle alert. Rubik Cube it ain't, but fun

GOAAAAAL!!!!

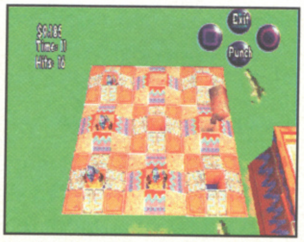
Where PlayStation's version really scores is that it's a far more structured affair – none of that freeform PC guff that left players wondering what to do next to progress. Golden keys have been scrapped and the golden tickets ramped up. There's now three main ways to get those golden goodies to access the park islands, which have been increased to eight but are still based on the same four themes from the PC version. You have three clearly stated goals – which help you get tickets – to fulfill at the start of each new park, while there are also a few logical hidden tickets that come with awards for showing good park management initiative – like putting bins by all your litter generating burger stands.

AND THE REST

Far and away the best new feature that also nets you tickets are the subgames. Once you've earned enough dosh to buy the camcorder, you can play some of your sideshows and the first time you win you get a ticket. The games are excellent – there's some great *Track & Field*-inspired button-bashers. You have to stop yourself pouring all your research efforts into stalls just to see what game you can play next.



The pink pearly gates of sim heaven – mind that big willy, kids



Idol Smash subgame – like the real thing

Info
No
Yes
Play again?
OLD TICK
TPW

Twat idols fast enough and you blag tickets

WORTH PLAYING?

It's not without its faults. While you can still tinker with the mechanics of rides and content of food, the PS version is cut down. So you can't do things like alter ride prices and you'll need a good memory to keep track of staff patrol routes. Despite that, it's a very engrossing game that's a must for PS sim newbies and old hands alike. A lesson to developers not to rush PC ports to PlayStation.

computer and video Games
★★★★

IF YOU LIKE THIS TRY THESE…
SimCity (PS), *RollerCoaster Tycoon* (PC)

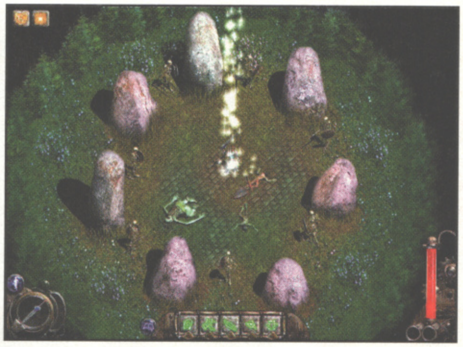
PC CD ROM

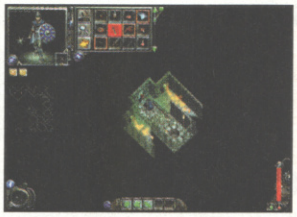
COST: **£34.99**
OUT: **NOW**
MULTIPLAYER: **1-32**
COMPATIBLE: **MOUSE/KEYS**

NOX

WORDS: PETER WALKER **SCREENSHOTS:** VARIOUS

A quick kick in the crotch for RPGs





WHAT YOU NEED TO KNOW

The top-down visual detail of *Baldur's Gate* meets the arcade-style action of *Diablo* with a touch of SNES *Zelda* trap-dodging gameplay. *Nox* draws some of the best bits of traditional RPGs but doesn't ask you to spend days killing endless rats to gain experience points, so it should have a more mainstream appeal.

PLOT-ALOT

Within minutes you'll find yourself hacking and spell-casting through caverns and dungeons full of evil underlings. Despite the emphasis on action, however, the game is plot-driven. Your quest to save Nox from Hecubah takes you from one dungeon or town to another. The three character classes let you adventure from a different faction's perspective with different weapons, spells and trap-laying capabilities.

WHAT-ALOT

There's 100-plus unique weapons and spells to choose from – tidy hot key options make switching mid-battle easy. Some simple RPG elements lurk in the background – adventuring levels you up, giving new skills/spells, while sometimes you compare equipment to find which is best.

SMASH IT UP

Locations are nicely realised with a superb level of dynamic detail – smash barrels to extinguish fires, barricade doors with tables and move candlesticks to light darkened rooms. *Nox* has some great touches that really do add to the gameplay – true line-of-sight enhances the creepy feeling in dungeons, which are riddled with traps to evade and secret rooms to uncover. Jumping collapsing floors and around huge smashing stone fists is pure platform joy.

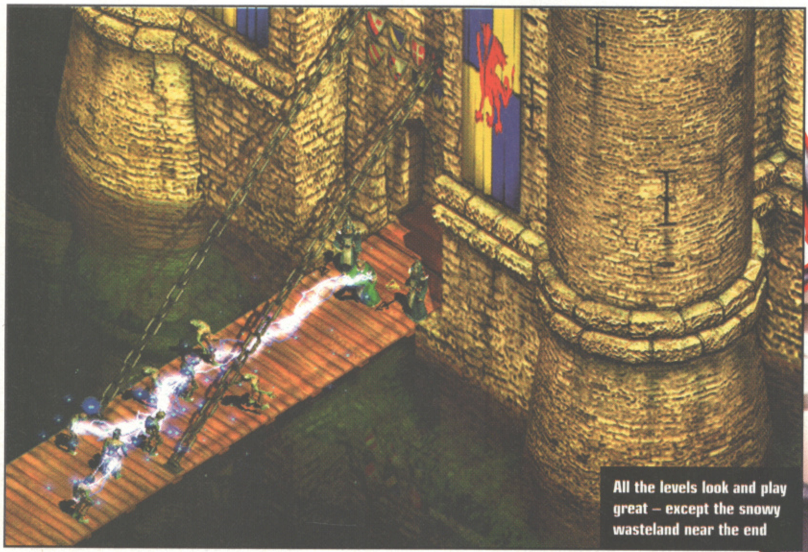
LIGHTWEIGHT

Hardcore roleplayers may be frustrated by the sacrifices *Nox* has made to get that instant-action feel. Don't expect much depth – smash up an inn and the landlord does nothing. Despite its efforts to offer something different, *Nox* quickly descends into repetitive and predictable RPG gameplay – search everything for dosh to buy better equipment and explore everywhere till you've completed sub-quests.

WORTH BUYING?

Even the arcade aspect isn't perfect – poor enemy targeting can leave warriors blindly hacking away, taking the skill out of combat. Multiplayer offers first-person shooter-type modes like Capture The Flag with up to 32 online players, but there's no co-op mode for the main adventure. *Nox* is a fun, lightweight RPG that's good for a quick hit or RPG newbies.

computer and video Games
★★★★



All the levels look and play great – except the snowy wasteland near the end

COMPETITION

We've got five copies of this entertaining RPG to give away. Just answer this simple question and mail us at the usual address. How many character classes are there in *Nox*?

1/100
2/3
3/Potato

COLONY WARS: RED SUN

Lose yourself in this top-notch space opera

WORDS & SCREENSHOTS: LEE SKITTRELL

COST: £39.99
OUT: NOW

MULTIPLAYER: **NO**
COMPATIBLE: **DUAL SHOCK/ MEMORY CARD**

WHAT YOU NEED TO KNOW

The future is always a bleak place in video games and in the world of *Colony Wars*, a particularly nasty war is raging. The League of Three Worlds is battling the Colonial Navy for supremacy. Cast into this bloodshed is the disillusioned miner Valdemar. He's been having prophetic dreams foretelling a great catastrophe and a mysterious warship called the Red Sun. Encouraged by this strange apparition, he quits his job and joins a gang of mercenaries. So begins another space-based blast fest.

FOO FIGHTERS

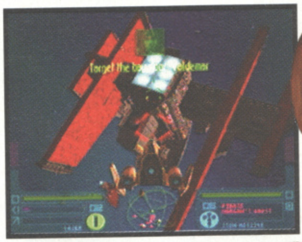
As Valdemar, you control a small fighter ship which you can later upgrade. By successfully completing missions you earn credits to enhance or replace your ship. The missions are spread across a whole solar system and range from basic seek-and-destroy to more complicated affairs like sneaking into enemy territory.

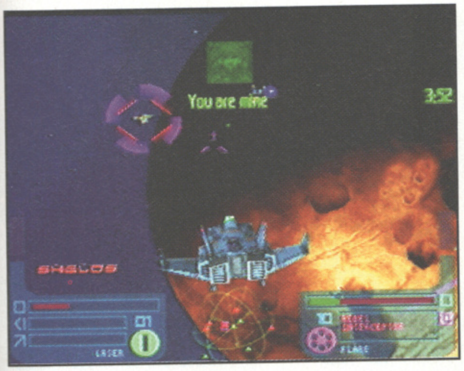
RED SUN SHINING

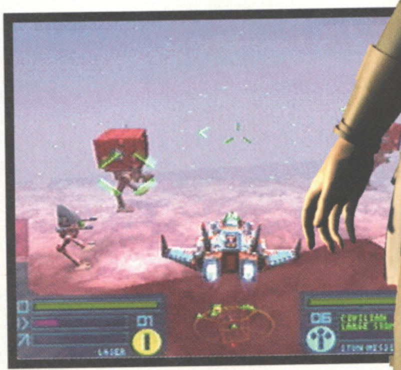
The atmosphere in *Colony Wars* is what sets it apart from other blasters. The cut scenes really draw you into the game and the soundtrack is suitably over-blown and pounding in the best Star Wars tradition. Each of the missions sets the player new challenges and the sheer variety of things to do keeps the action feeling fresh.

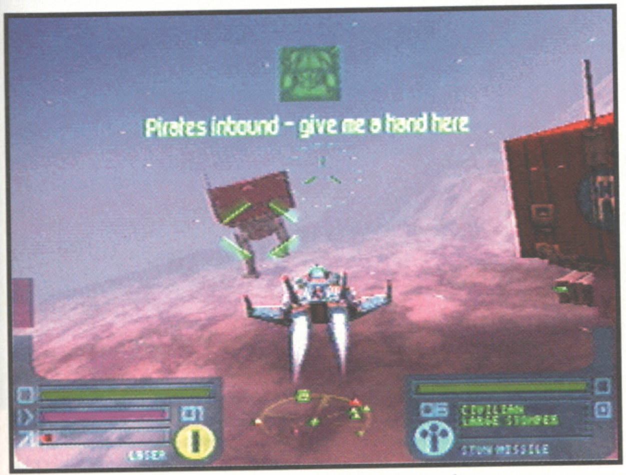
WORTH PLAYING?

Colony Wars is enjoyable and challenging, but there's little to attract players who hate all things space-related and it doesn't really do anything new. If you've not been involved in similar games before and fancy giving the genre a chance, then this could be the one to convert you. A great story-led blaster.









Team members and fellow mercenaries give you orders while you play

computer and video games

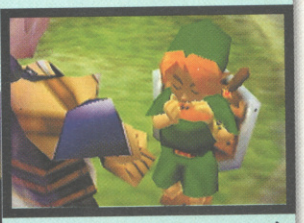
★★★★

IF YOU LIKE THIS TRY THESE...
Space Debris (PS), *Lylat Wars* (N64) *Rogue Squadron* (PC/N64)

LONG TERM TESTS

LEGEND OF ZELDA: OCARINA OF TIME

FORMAT: NINTENDO 64
COST £49.99
MULTIPLAYER: NO
COMPATIBLE WITH: RUMBLE PAK, MEMORY CARD



Best game ever? The row rages on

WHAT'S THIS ZELDA 64?

Rated by some as the best game ever, it's an action-RPG in which you play Link, the hero of numerous earlier *Zelda* titles. His latest adventure is in 3D and is from the genius of Shigeru Miyamoto, creator of *Pilot Wings*, *Mario* and *Metroid*.

BEST GAME EVER? IS IT?

If you're into riding a beautifully rendered horse called Epona, battling silver clones of yourself and finding water fairies for girlfriends then it could be a contender for your greatest ever game.

WHAT WILL KEEP ME PLAYING?

The plot gets really immersive and the tasks always involve you doing new things or using new skills. It feels like a living game world rather than a series of levels and dungeons. You get new weapons and items to use and puzzles that take real skill to solve. And if you get stuck, clear your head by going for a ride on Epona.

IT MUST BE A LET-DOWN WHEN YOU FINISH

The exact opposite. Finishing the game doesn't mean you have to stop playing. There's mini-games to revisit and other cool stuff you can do or pick up along the way that isn't essential for finishing the game but gives you something extra the next time you play.

THOMAS IVES, NORWICH

Dreamcast

COST: **£39.99**
OUT: **NOW**
MULTIPLAYER: **NO**
COMPATIBLE: **JOYPAD/ VM UNIT**

On Who Wants to be a Millionaire tonight, Raziel from The Spectral Plane. For £100, how much better is the Dreamcast version of *Soul Reaver* than the PSX game? Is it: A/ Not at all. It's basically the same game with sharper graphics; B/ Much improved thanks to the greater power of Dreamcast; C/ Completely redesigned with all new levels? You're pointing to B. Final answer? Sorry Raziel, it's the wrong answer. The correct answer was, surprisingly, A. Please don't kill me and eat my soul...

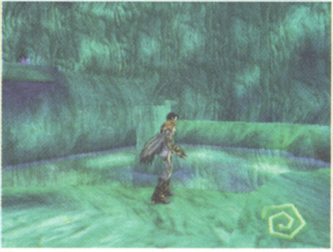
SOUL REAVER

Think, kill and generally be disappointed

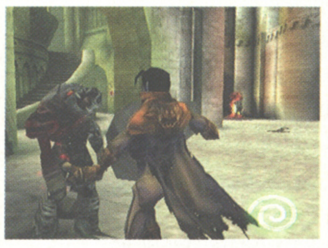
WORDS & SCREENSHOTS: DEAN SCOTT

NAVIGATING THE WORLD

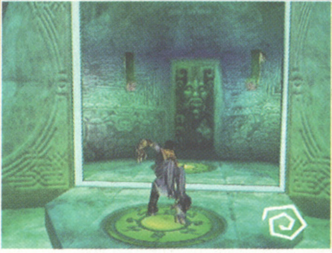
Soul Reaver's gameworld is split into two planes: the spectral plane and the material plane. Raziel can leap between the two by activating portals, but can only manipulate objects in the latter. If he takes a severe beating from the monsters in the material plane, he automatically returns to the spiritual plane to recuperate.



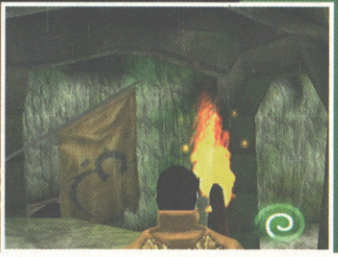
This is the spiritual plane. It's home to monsters which you can kill and then absorb to boost your health meter (the swirly DC-style logo, bottom right). The colour scheme is suitably spectral



The material plane. Here Raziel has superhuman strength and can throw around objects larger than himself. Monster-wise, it's a bit livelier, with lots of vicious vampires and stuff stalking about



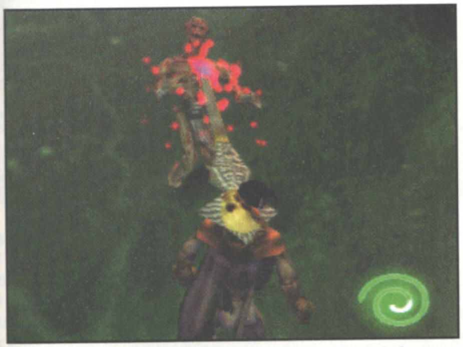
Get used to travelling by portal. When you come across a new one, walk through. This activates it, and you can move between active portals by returning to the warp room



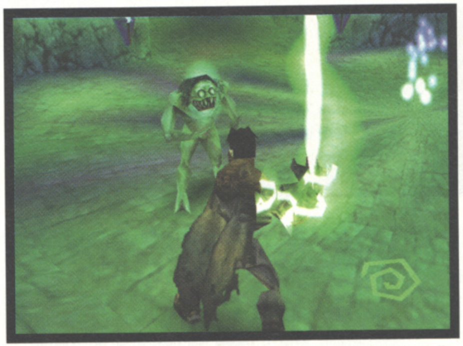
Flags on buildings designate the different warp areas. Look at the symbol: you'll find a portal that matches it nearby, so you can tell where you'll be off to next time you warp

KILL CREATIVE

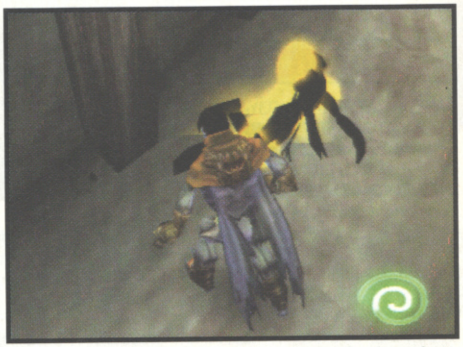
Sadists will delight in *Soul Reaver*'s wide variety of killing options. After you've beaten a monster to the extent that he's staggering and bleeding all over the shop, you'll naturally want to finish him off so you can gobble up his soul. Here's a selection of our favourite grim deaths from the game, though players are sure to find their own favs that suits their particular twisted psyches.



An early favourite is to leather the bad guy with a spear, before ramming it into his guts, lifting him into the air. He'll slide to the floor dead, and then you can suck up his spiritual 'guts'



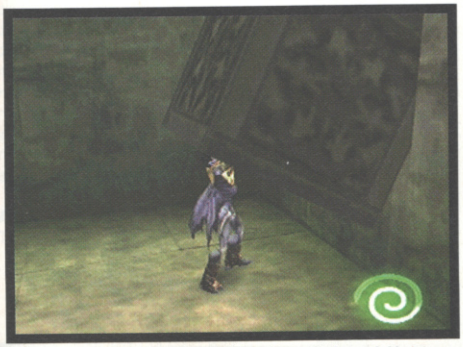
When you've found the Soul Reaver weapon, you can maim the hell out of rough-looking badsters and look as cool as a decaying Luke Skywalker. Use it in both the spiritual and material worlds



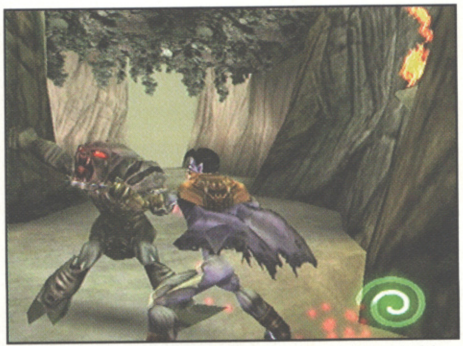
When conventional weapons just aren't nasty enough, why not burn the skin off their faces with some fire action. Raziel also boasts a variety of destructive spells as he wreaks his vengeful wrath

FIGHT AND THINK

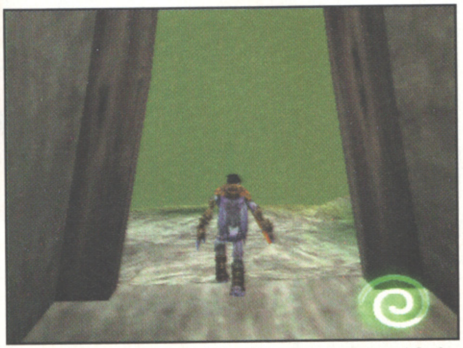
Soul Reaver's sprawling gameworld is filled with nasty creatures to test your action skills and fiendish puzzles to test your brain. Actually, test probably isn't the right word: they'll irritate you to the brink of TV smashage. *Tomb Raider* fans will be right at home, since although Raziel can be tricky to control, he's much more user-friendly than THAT woman. The game camera spoils it a little with some decidedly uncool viewing angles, sometimes leaving you admiring stonework close up while a hidden enemy rips your chest open.



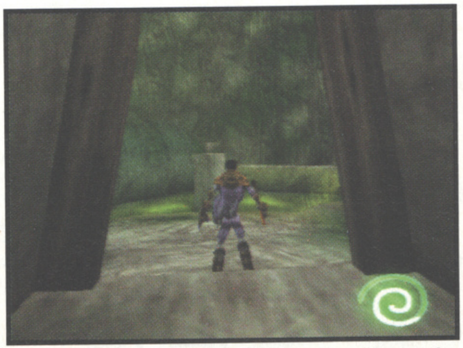
Raziel shows off his muscles and lifts a block that's much bigger than he is. It's a good skill to learn, as many of the puzzles involve pushing blocks into holes, and lining up others. With this sort of power, he's a dead cert to win World's Strongest Undead on ITV



If Raziel actually had a stomach, he'd probably be feeling sick right now. The enemies are genuinely grotesque and deserve a shoeing on ugliness alone. Les thinks they're all really good looking, but then he is one of the undead and stalks rabbits in the cemetery at night



PlayStation gamers put the bad fog effects in their version of *Soul Reaver* down to the limitations of their system. The shocking news here is that the DC game suffers just as badly. Look above and at the next pic. Raziel only has to take two steps and…



… objects and pillars leap into view from a solid grey sheet, testing your faith in the ability of Sega's DreamChap. It affects the gameplay little, but seriously undermines the fabulously gothic graphic style. And you thought *Turok 1* on the N64 was bad. Good grief

COMPETITION

We've got ten Raziel statues to give to the winners of this fantastic Soul Reaver cometition. All you've got to do is to try and answer the simple question written below.

Raziel is an:

A/ Undead vampire
B/ MP
C/ Animated potato

Send your answer in to: Soul Reaver Compo, CVG Magazine, EMAP Active, Angel House, 338-346 Goswell Road, London EC1V 7QP.

Closing date for entries 12th April, Editor's decision is final. Good luck!

WHAT WE THOUGHT

WE'RE DISAPPOINTED

Might as well get this out of the way: *Soul Reaver* is a disappointment. It does nothing that the PlayStation version didn't, so you inherit a pretty cool game with some annoying flaws. The camera work is ropey, the visuals aren't great and the sprawling level layout can be confusing. It takes a while to rev up to some serious action, too. If you've already played this game, you don't need this version.

PLAYS WELL

That's not to say it's not a good game, though. newcomers will lose themselves for hours in the immersive gameworld and the action blends in well with the puzzle elements. It's easy enough to get going and Raziel is contantly learning new spells and skills as he progresses, adding more variety. Sometimes you can roam for ages without encountering a baddie, but you'll never get bored.

OUR VERDICT

Soul Reaver on the DC is a great conversion of a great year-old PlayStation game. But, you should be asking yourself whether you really want to be playing old PS-quality games on your DC.

computer and video GAMES

★★★★

IF YOU LIKE THIS TRY THESE…
Tomb Raider: The Last Revelation (PS, PC, soon on DC)

CRICKET 2000

WORDS & SCREENSHOTS: LES ELLIS

A load of old balls

PlayStation

COST: £39.99

OUT: NOW

MULTIPLAYER: **1-2**
COMPATIBLE: **DUAL SHOCK**

WHAT YOU NEED TO KNOW

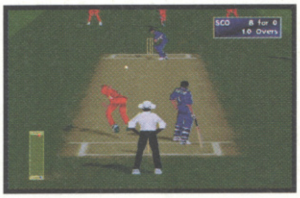
Your chance to take part in another of those sports that the English invented and then promptly became the worst team in the world at. *C2K* is based on the 1999 Cricket World Cup with all the teams, players and stats from that tournament. EA Sports has tweaked the bat and ball physics to make them accurate, but let's face it, how many of us would know the difference?

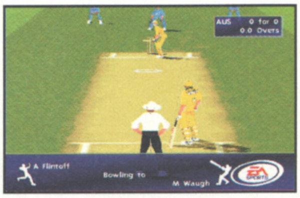
BOWLED OUT TO LARA

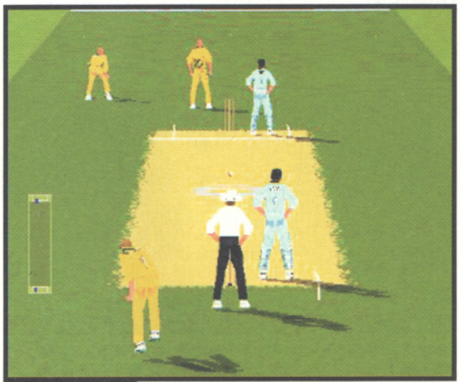
It can have all the motion capture and multiple camera angles it wants, but *C2K*'s gameplay is at fault so all the trimmings are wasted. The control system is easy to use – so easy in fact that it's practically impossible to get someone out once they've got the batting sussed, making for a dull experience.

WORTH PLAYING?

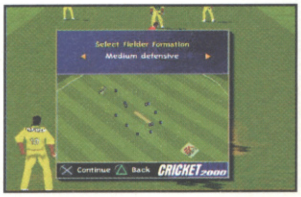
No. Much effort has been put in to make it look and sound great, but the guts of the game – the gameplay – is lacking. And that's the only bit that matters. *Cricket 2000* is just not fun to play and doesn't feel competitive in the two-player mode, which should have been its saving grace. It's got a load of options to mess around with, but who cares? If it ain't fun, it ain't worth it.

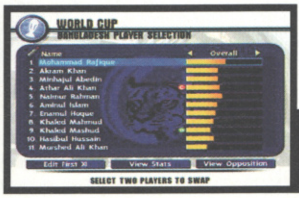






It's a pity the gameplay can't match the excellent presentation





WORLD CUP
BANGLADESH PLAYER SELECTION

Name — Overall

1 Mohammad Rafique
2 Akram Khan
3 Minhajul Abedin
4 Athar Ali Khan
5 Naimur Rahman
6 Aminul Islam
7 Enamul Hoque
8 Khaled Mahmud
9 Khaled Mashud
10 Hasibul Hussain
11 Morshed Ali Khan

Edit First XI | View Stats | View Opposition

SELECT TWO PLAYERS TO SWAP

The all-important player selection for the Bangladesh team

computer and video Games

★

IF YOU LIKE THIS TRY THESE...
Brian Lara Cricket (PS)

DUNE 2000

Grab your bucket and spade

WORDS & SCREENSHOTS: LEE SKITTRELL

PlayStation

COST: £39.99

OUT: NOW

MULTIPLAYER: **1-4**
COMPATIBLE: **MEMORY CARD/ JOYPAD/MOUSE/ LINK CABLE**

WHAT YOU NEED TO KNOW

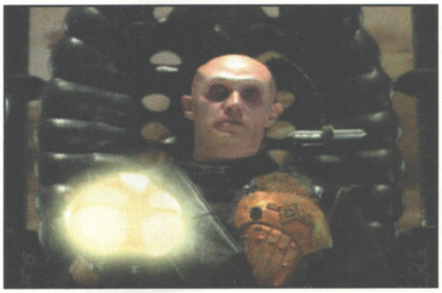
Based on the weird sci-fi movie that confused thousands, this real-time strategy game lets you play at planet domination. In this twisted universe, the spice Melange is the most precious commodity and can only be found on the desert planet of Dune. The Emperor has laid down the gauntlet to the three rival houses: whoever mines the most spice gains control of Dune and becomes the most powerful.

SUN, SAND AND SPICE

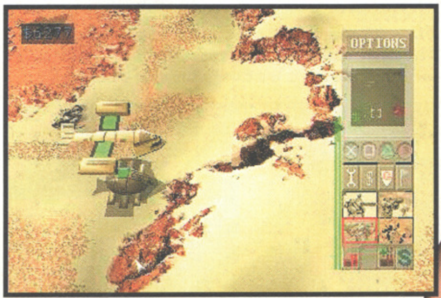
You can control any of the three houses and each has nine different missions to complete. Actions are made via a standard *Command & Conquer*-style interface which works well. Gameplay is also similar to *C&C* – research and build structures and units, deploy them and seize control of each area.

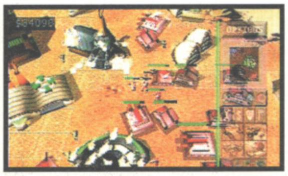
WORTH PLAYING?

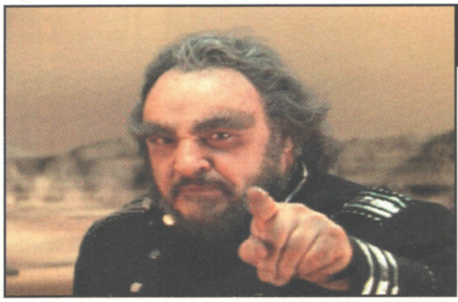
Fans of the Dune universe will probably enjoy this. But it's all too generic to offer anything fresh to gamers who own other strategy titles. The graphics are fine and the hammy acting in the FMV sections is a giggle, but there's not enough difference in the gameplay to get anyone other than die-hards excited. New ideas please.



Each house has a different freak who barks orders as you play







De-briefing from the leaders of the weirdy beardy house

computer and video Games

★★

IF YOU LIKE THIS TRY THESE...
Command & Conquer: Red Alert (PS), *StarCraft* (PC)

00:00
1st
Celtic 70 0
Liverpool 77 0

"Yeah lads. We'll really hammer Inverness Cally and do John Barnes proud."

12:20
1st
Chelsea FC 1
Arsenal FC 0
asterCard
Big Mac
Continental

Chris Sutton finally scores, sticking one up the Arse. 'Arse' being short for Arsenal

COST: **£39.99**
OUT: **NOW**
MULTIPLAYER: **1-8**
COMPATIBLE: **JOYPAD/ MEMORY CARD/ MULTITAP**

UEFA CHAMPIONS LEAGUE 99/00

Rivals *FIFA*, but still way behind *ISS*

WORDS: DEAN SCOTT **SCREENSHOTS:** EIDOS

WHAT YOU NEED TO KNOW

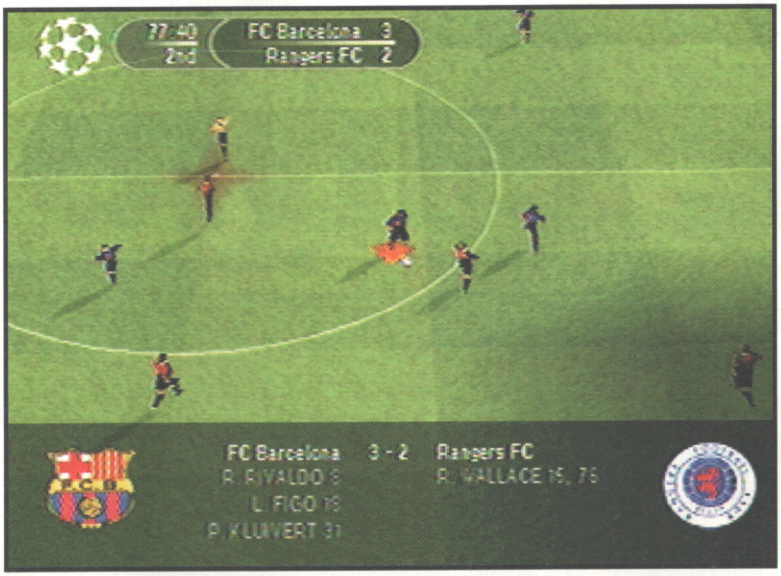
Football games are ten a penny these days. Each one seems to have something official about it and this game simulates the greatest club competition in world football – The UEFA Champions League. Manchester United are the reigning champions and so are one of the best teams in this game. We'll repeat that again for the benefit of our readers in Leeds and Liverpool: Manchester United are officially the best team in Europe.

INSTANT GLORY

On Easy or Normal mode in this game you'll have no difficulty repeating United's German-caning antics. Our first two leagues on these skill settings saw us regularly thrashing teams four and five nil, having only just picked up the game. Hard mode is trickier, but you'd be right to worry about the game's long-term challenge. It allows novices to be champions right away, and that's not good.

ANOTHER OFFICIAL GAME

The official licence gives you official club sides, badges, stadia etc, but more interesting are the vintage teams and the option to create your own dream team. The presentation throughout matches ITV's coverage of the tournament and the in-game commentary is courtesy of Bob Wilson, Clyde Tyldesley and Kevin Keegan. This authenticity allows you to overlook some of the flaws in the gameplay.



From this angle it looks a lot like *Sensible Soccer*. It actually plays really well in top-down view, so give it a go

ROUGH PLAYERS

The game seems to run too slowly. The graphics look okay from a distance, but close up it's Hello Mr Jaggy Clothes. The players have a nice selection of moves, including the ability to chest the ball down and turn in one movement and it's pretty satisfying when you score. It feels more like a football game than *FIFA 2000*, but that title's action and excitement makes it tricky to choose between the two.

Replay mode makes you Mr Camera Angles

COMPETITION

We've got a selection of excellent footy goodies to give away. All you have to do is answer this simple question:
Who are the reigning European Champions?

A/ Manchester United
B/ Leeds United
C/ Liverpool FC
Answers to our usual address

FC Barcelona 4
Rangers FC 2
Goal
P. KLUIVERT

WORTH PLAYING?

ISS Evolution still rules. *UEFA 99/00* allows less hardcore players a shot at glory in an authentic Champions League, but fails to satisfy in the long term. Multiplayer mode with a similarly-skilled mate is good fun, but at best this should be your second choice in football titles.

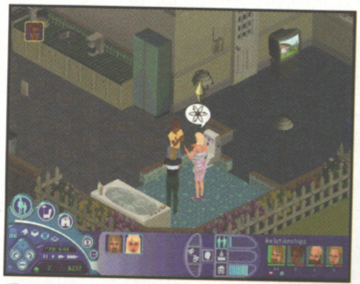
computer and video Games
★★★

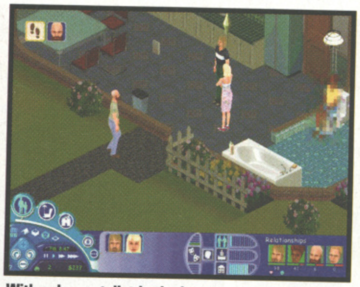
IF YOU LIKE THIS TRY THESE...
ISS Evolution (PS), *FIFA 2000* (PS, PC) *Virtua Striker* (DC)

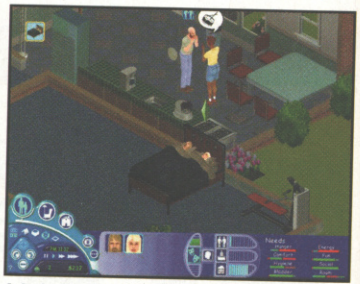
PC CD ROM

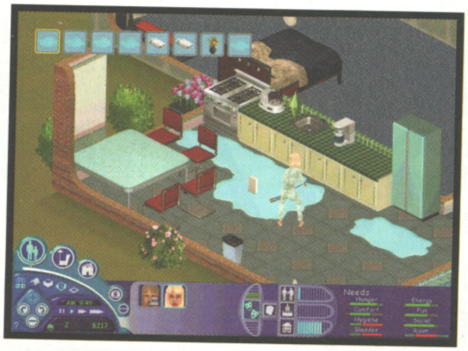
COST: £34.99
OUT: NOW

MULTIPLAYER: **NO**
COMPATIBLE: **MOUSE/ KEYBOARD**


"Er guys, this is all very interesting but I'm trying to have a bath here"


With only one toilet in the house, you're going to regret inviting everyone over for a curry party


It looks like the subtle hint of going to bed hasn't worked, they're still partying on in the kitchen



THE SIMS

Amazing life simulator that beats any TV soap

WORDS & SCREENSHOTS: LES ELLIS

WHAT YOU NEED TO KNOW

Imagine a god sim, but instead of telling an entire race of people what to do, you just control one character (or a handful, as the game progresses). And instead of some fantasy world setting, it's based at home. Not just any home, but a dream house, furnished by you for your little sim bloke/woman to live in. Imagine a virtual soap opera, where you decide what a character does. Get it right and promotion, fortune and happiness await. Get it wrong and, well, you figure it out.

KING OF THE SIMS

This whole idea was first tried out back in the days of the Commodore 64 with the *Little Computer People Discovery Kit*, where you made your little bloke do things. But you ended up getting bored and just trying to kill him instead. Much of the same principle was tried with Tamagotchis and we know how popular they were for five minutes. *The Sims* has added so much more to the simple keeping-someone-alive gameplay that it's the first life simulator to actually hold your interest for more than a few minutes.

JUST LIKE REAL LIFE

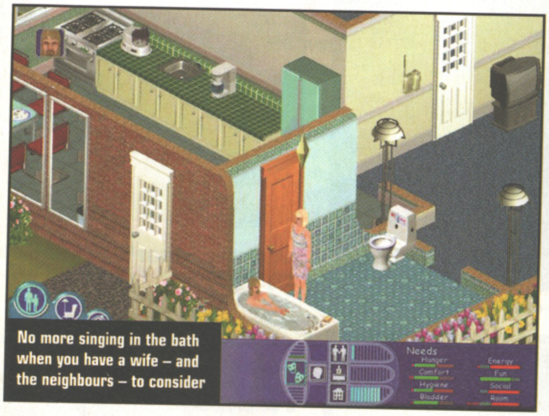
The Sims has so many twists for you to deal with. Getting a job and making sure your character develops the right traits for promotion, keeping friends, spending money on the house and buying gadgets could soon lose its appeal, if you weren't bombarded by new things. And if you leave your character alone they'll get on with their life. This leads to a few interesting developments. Especially when they throw parties and snog people they shouldn't (my bloke was happily married but still copped off with his wife's best friend).

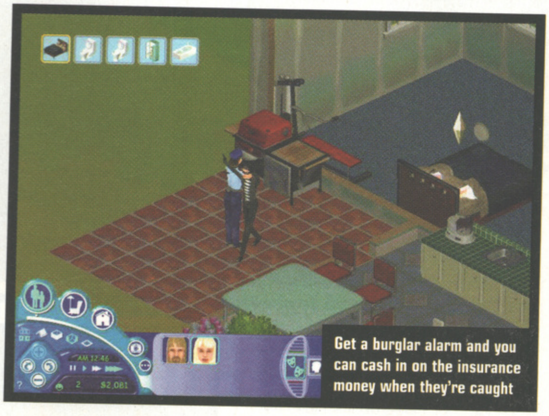
WEIRD BUT WONDERFUL

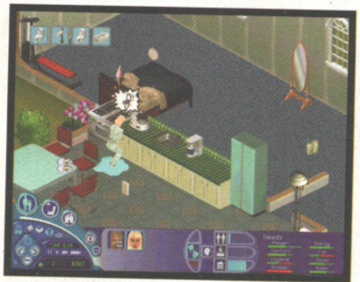
I could tell you about everything that has happened to my guy, but it would make your average soap opera seem tame by comparison. His wife's copped off with another woman, his child's been taken away by social services, and god only knows what the press will say when they discover his pickpocketing past as he goes for a career in politics – we've seen it all.

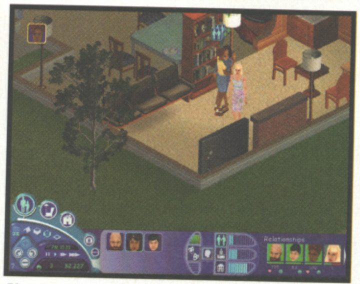
WORTH PLAYING?

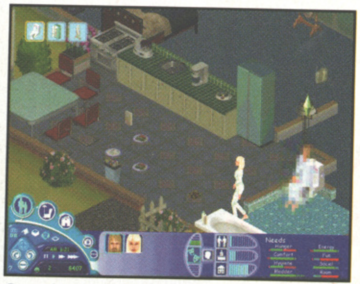
Yes. The first thing you'll do before you watch TV in the evening or go out with your mates is check how your sim character is doing. Virtual soap opera is here. Forget Eastenders, this is much more real.


No more singing in the bath when you have a wife – and the neighbours – to consider


Get a burglar alarm and you can cash in on the insurance money when they're caught


Let the bladder rating get too low and this happens


Ahem, we didn't make them do it. Honest


Strewth, what do I have to do for some privacy

computer and video Games

★★★★

IF YOU LIKE THIS TRY THESE...:
Buy a cheap Tamagotchi. There's nothing like this on any system

COMPETITION

We've 5 copies of *The Sims* to give away. Answer this question:
What happened to Les' guy?
A/His wife snogged a woman
B/His house was burgled
C/He died
Answers to our usual address

GRAND PRIX WORLD

WORDS: LEE SKITTRELL **SCREENSHOTS:** HASBRO

Live the glory of F1 from behind your desk

PC CD ROM

COST: £29.99
OUT: NOW

MULTIPLAYER: **1-8**
COMPATIBLE: **MOUSE/KEYS**

WHAT YOU NEED TO KNOW

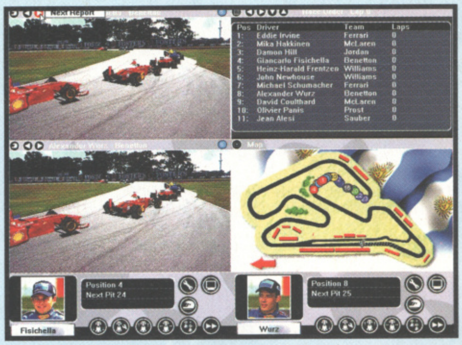
Manage an official F1 team to victory in this new simulation from the people who brought us *Grand Prix Manager 1, 2* and er, *3*. You'll have full responsibility for your team, from choosing personnel who won't grumble too much, to striking up strategic partnerships and signing sponsorship deals. It's all there and with an improved user interface for ease of play.

GIVE ME YOUR STATS

In spite of the initially bewildering stats screens and a plethora of tweakable options, *GP World* is surprisingly simple to get to grips with. This ease of play is deceptive though, as the game is rather tricky. You'll need an eye for detail and good business sense to win. The game starts in 1998 and sets you objectives at the start of each season. The ultimate aim is be successful over a ten-year period.

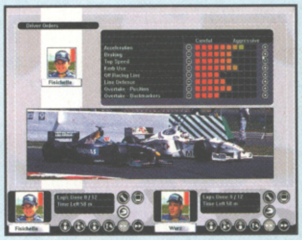
WORTH PLAYING?

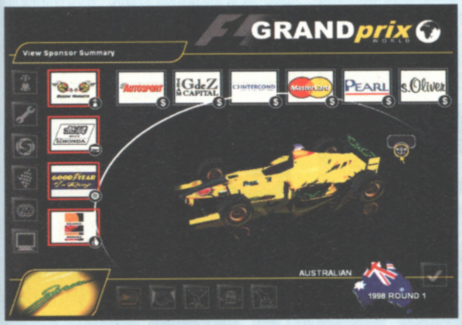
If you're into F1 and want more than the recent batch of F1 games have been able to offer, then you'll enjoy this heartily – there's loads to get your teeth into. Gamers who prefer their F1 thrills to be based more on the tarmac than on a spreadsheet need not apply. The po-faced nature of the proceedings won't win over any new fans.



Pos	Driver	Team	Laps
1:	Eddie Irvine	Ferrari	0
2:	Mika Hakkinen	McLaren	0
3:	Damon Hill	Jordan	0
4:	Giancarlo Fisichella	Benetton	0
5:	Heinz-Harald Frentzen	Williams	0
6:	John Newhouse	Williams	0
7:	Michael Schumacher	Ferrari	0
8:	Alexander Wurz	Benetton	0
9:	David Coulthard	McLaren	0
10:	Olivier Panis	Prost	0
11:	Jean Alesi	Sauber	0

Map
Position 4
Next Pit 24
Fisichella
Position 8
Next Pit 25
Wurz


Driver Orders
Fisichella
Wurz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View Sponsor Summary
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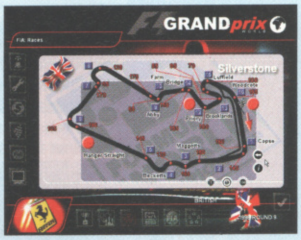
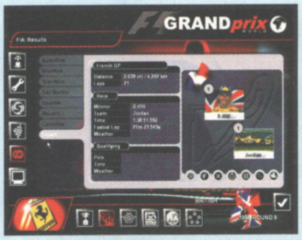
GOODYEAR
AUSTRALIAN
1998 ROUND 1

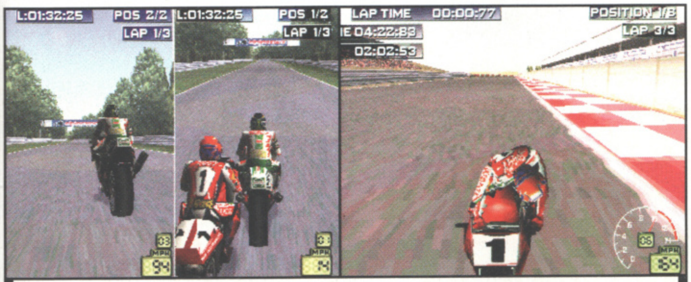

GRANDprix WORLD
FIA Races
Silverstone


GRANDprix WORLD
FIA Results
French GP
Jordan

computer and video games

★★★

IF YOU LIKE THIS TRY THESE...
GP Manager 3 (PC), *F1 World Grand Prix* (DC)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SUPERBIKE 2000

And we don't mean posh BMX races

WHAT YOU NEED TO KNOW

Superbike racing is just about the only sport left where we can say that England still rules. Carl Fogarty has won everything there is to win and the rest just seem to supply the spectacular crashes that we all love to see. You can't beat watching one of these races on TV when it's raining – bikes slide everywhere.

TWO WHEEL THUNDER

The only place you can play out the 1999 Superbike season is in *Superbike 2000*. So it's out of date before you start. If you forget about the season stats and real riders for a moment, this isn't doing anything that *Super Hang On* didn't do years ago. And as far as excitement goes, *Superbike 2000* isn't that far advanced, either.

WORTH PLAYING?

Two-player mode chugs along (even if there are no other bikes on the circuit with you) and one-player lacks excitement. For presentation and a garage full of options, EA gets a round of applause, though. A dull little racer that doesn't offer anything new.

computer and video games

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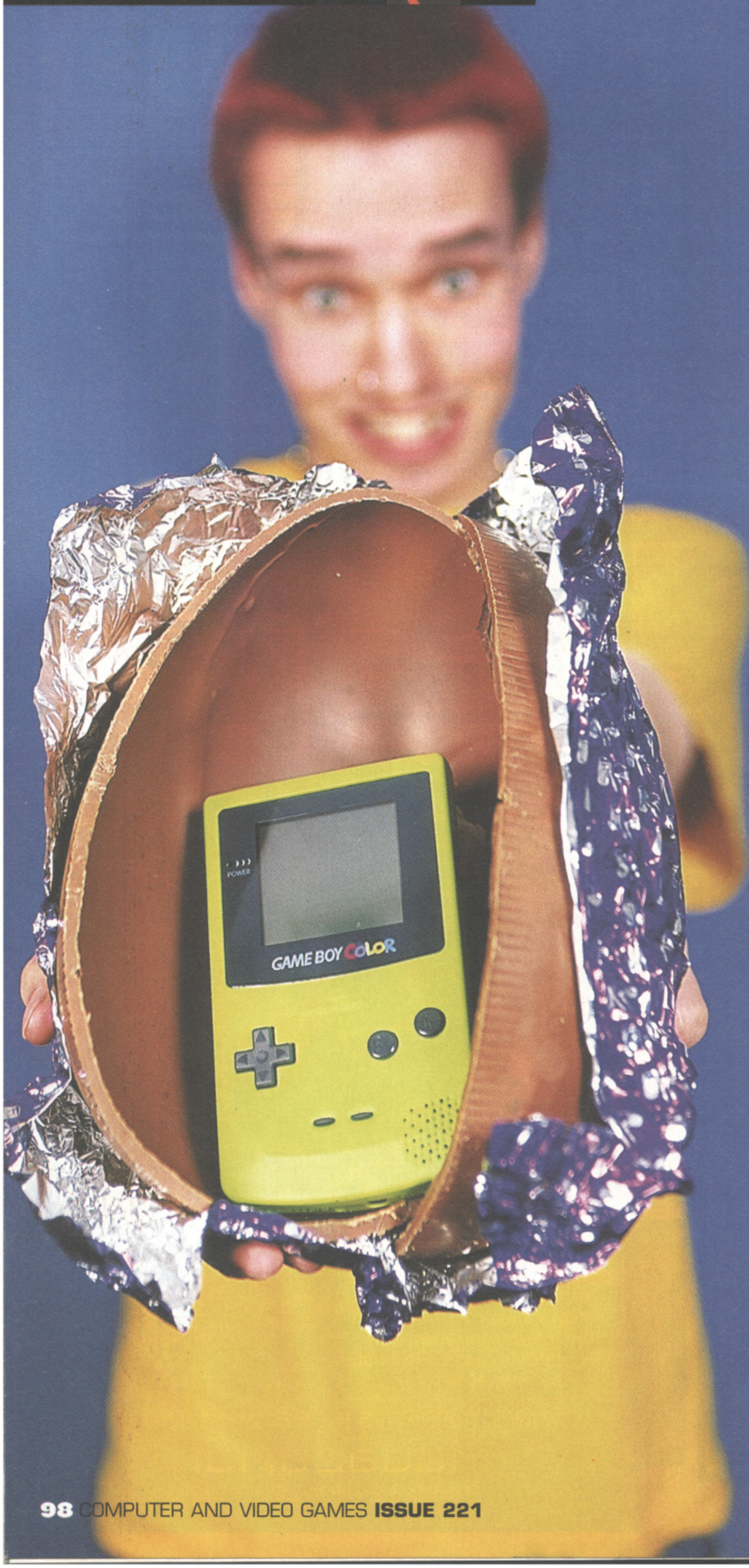
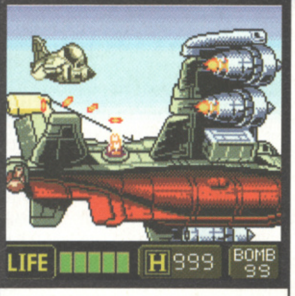




COST: **£24.99**

OUT: **MAY**

MULTIPLAYER: **NO**

METAL SLUG 2

WHAT YOU NEED TO KNOW

War is bad. It gives self-righteous US filmmakers an opportunity to make yawnsome epics about how pointless fighting is. Thankfully, games developers seem to know what war is really all about: shooting baddies and being able to poo in the street without getting done by the law.

GET TO THE POINT

Metal Slug 2 lets you shoot people. Lots of people. And unlike its predecessor (that '2' in the title should have told you it's not the first *Metal Slug* game) you also get to doss about in tanks, submarines, boats and skydive a lot, in addition to shooting the tops off people's heads.

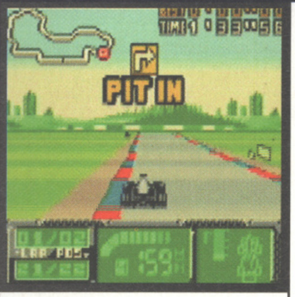
WORTH PLAYING?

With its distinctive humour and fun gameplay, *Metal Slug 2* goes a long way to dispelling the myth that war is a negative thing. You might get through this a bit too quickly, but it's second only to a live grenade in the handheld fun stakes. Check it out.

computer and video Games

★★★★

HOT



COST: **£24.99**

OUT: **NOW**

MULTIPLAYER: **LINK-UP**

F1 WORLD GRAND PRIX 2

WHAT YOU NEED TO KNOW

Have some F1 fun on the run with the sequel to last year's racing hit. All the officially licensed circuits, cars and drivers appear in a stripped down F1 simulation.

BRRM! BRRRRM!

F1 World Grand Prix 2 is instantly playable. The simulation aspects have been toned down for the Game Boy release and the game plays all the better for it. The sense of speed and the cars' handling both really impress. More importantly though, the game plays brilliantly and will keep you hooked for ages.

WORTH PLAYING?

Even if you're not heavily into Formula One you'll enjoy this. The racing is addictive and there are loads of ways to play, making this a great title. There's enough top-notch racing action packed into the game to last you a whole F1 season. You'd be a fool to overlook it.

computer and video Games

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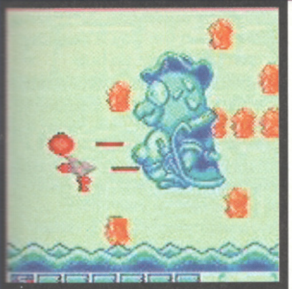

GAME BOY COLOR

COST: **£24.99**
OUT: **NOW**
MULTIPLAYER: **NO**

KONAMI GB COLLECTION: VOLUME 2

WHAT YOU NEED TO KNOW
Rediscover what makes a great game with the second instalment of Konami's retro collection. Now you can play four more classic videogames of yesteryear, in full colour and on one cartridge.

THE WAY WE WERE
Side-scrolling shoot 'em up *Parodius* is the best of the bunch and is worth the asking price alone. *Track and Field* is done justice here. The rather limited *Frogger* is diverting for a short time, while the strangely addictive *Block Game* is one of the best *Tetris* variants ever conceived.

WORTH PLAYING?
Many retro compilations have only gone to show how limited yesterday's games were. This is not one of them. The ingenious design and great gameplay of these gems really shines through. You'd be a fool to overlook this compilation. Buy it.

computer and video games
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HIGH
1UP
2450

GAME BOY COLOR

COST: **£19.99**
OUT: **NOW**
MULTIPLAYER: **2 (LINK-UP)**

PAC-MAN: COLOUR EDITION

WHAT YOU NEED TO KNOW
The ultimate videogame superstar returns for the umpteenth time. The original pill-gobbling arcade version is here, along with the *Tetris*-inspired puzzler *Pac-Panic*.

PAC POWER
The original game gains a cool two-player mode where you race against a mate to finish the mazes first and get the highest score. The other game, *Pac-Panic*, requires you to make lines out of falling blocks and use the falling Pacs to gobble the ghosts that appear.

WORTH PLAYING?
Although the thought of playing *Pac-Man* again may not excite you, once you start munching the power pills and out-smarting those pesky ghosts you'll be hooked. You get to play *Pac-Panic* too which, although tough at first, is a cool *Tetris* variant. The two-player mode makes this a fab package.

computer and video games
★★★★

CROSSED FUN

More outdoor fun than putting a bullet in the Easter bunny

WORDS: LEE SKITTRELL & DEAN SCOTT **PIC:** KENNY P

MIDDLESBORO
MAN UNITED

GAME BOY COLOR

COST: **£24.99**
OUT: **NOW**
MULTIPLAYER: **1-2 (LINK-UP)**

DAVID O'LEARY'S TOTAL SOCCER

WHAT YOU NEED TO KNOW?
Game Boy footie sucks as a rule, but rules are made to be broken. *O'Leary Soccer* borrows heavily from classic games like *Kick Off 2* and *Sensible Soccer*, with a top-down footie experience as compelling as any handheld sports title.

EUROPEAN ALL-STARS
All the big club sides from Europe feature with correct player names. You can play friendlies, leagues and cups on four skill levels and a quick stab of the start buttons replays the last few seconds of action. And action is the right word: this footie game plays like a dream.

WORTH PLAYING?
If you're aware of the concept of association football and you own a Game Boy Color, you must own this. As well as being fantastically good fun, the multiple skill levels bring a real challenge. The only thing missing is commentary, but you can do that yourself. Yorke...YES!

computer and video games
★★★★

GAME BOY COLOR GAME BOY

COST: **£24.99**
OUT: **OUT**
MULTIPLAYER: **1-4 (ALTERNATE)**

BEAUTY AND THE BEAST

WHAT YOU NEED TO KNOW
This new Disney release is a *Mario Party*-style board game based on the movie. Roll the dice and play mini-games in your quest to be first to the Beast's castle. Play on your own against the computer or with up to four of your mates.

TALE AS OLD AS TIME
The turn-based gameplay works surprisingly well on Game Boy but it can get annoying switching the machine when four people are playing. The single-player mode is great fun but you might get bored after you've seen all the mini-games. You can unlock new boards by winning each round.

WORTH PLAYING?
If you're a fan of the film and fancy playing something a bit different you should check this out. The challenges are entertaining and the graphics are big and colourful, making this ideal for younger players.

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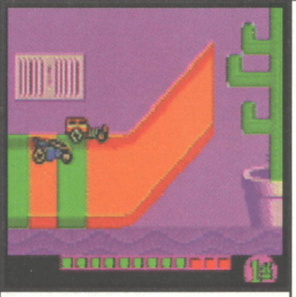
STUNT TRACK DRIVER



COST: **£24.99**

OUT: **OUT**

MULTIPLAYER: **LINK CABLE**

WHAT YOU NEED TO KNOW

Burn across stunt tracks in your Hot Wheels vehicles, scoring points for tricks and beating the opposition to first place.

Side-scrolling racing has never played so good.

HOT WHEELS

Race against two other CPU cars, or a mate via a link cable, and burn across the tracks, performing stunts and avoiding crashes. First place depends on three things: your position at the end of the race, how many crashes you were part of, and the number and style of the tricks you pull off.

WORTH PLAYING?

Stunt Track Racing is great fun right from the start. The stunts are cool and the pace is hectic. The way your car speeds up after pulling off stunt combos is excellent and will have you risking first place to try it out. The difficulty level is just right and makes for some addictive racing. Forget the crummy graphics, enjoy the gameplay. *Stunt Track Racing* is quick, quirky and cool.

computer and video games

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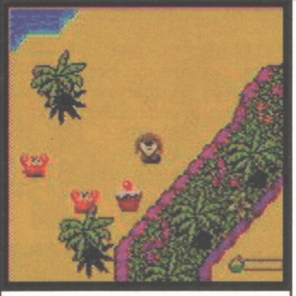
TAZMANIAN DEVIL MUNCHING MADNESS



COST: **£19.99**

OUT: **NOW**

MULTIPLAYER: **NO**

WHAT YOU NEED TO KNOW

Take Taz on a whistle-stop tour of the world, eating fruit and bashing baddies along the way. It's another cartoon collect 'em up but, surprisingly, it's not a platformer.

TAZ TAT

There are nine levels and bosses to get through but the main bulk of the game is so dull that you're likely to give up way before you've seen them all. To clear each of the sprawling levels you have to eat all of the fruit lying about the place. The problem is that when you die (and you will – a lot) you have to start the stage from scratch. Silly.

WORTH PLAYING?

Munching Madness is a neat idea but just doesn't cut it. The action is repetitive and the controls are over-fiddly. Collecting all the munchies is a real challenge but it's not fun enough to make you persevere. You may find something to enjoy if you're a big Taz fan but there are much better Looney Toons games out there.

computer and video games

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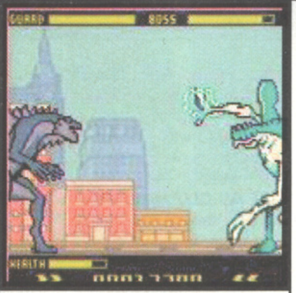
"War is all about pooing in the street"

GODZILLA



COST: **£19.99**

OUT: **NOW**

MULTIPLAYER: **NO**

WHAT YOU NEED TO KNOW

Godzilla joins the good guys to protect the city from the threat of freakish monsters. Clear paths for your human buddies by blasting, tail-whipping and stomping army tanks and planes.

GAMEPLAY DOES MATTER

Considering the fact that you're controlling a giant Lizard through city streets, *Godzilla* is no way near as much fun as it should be. Godzilla walks automatically, leaving you the repetitive task of simple attack and defence. The attacks themselves are slow and clumsy and despite some neat touches, such as learning new moves as you progress, *Godzilla* trips over its big, stinky lizard feet.

WORTH PLAYING?

Godzilla is a bright and bold game. The rival monsters are fun, too, but there's just not enough in the game to make it a worthwhile purchase. The enemies are small on the screen and difficult to aim at, making even simple shots frustrating. The only saving grace is that it's one of the very few *Godzilla* games, but so much more could have been done with the licence, it's a criminal waste.

computer and video games

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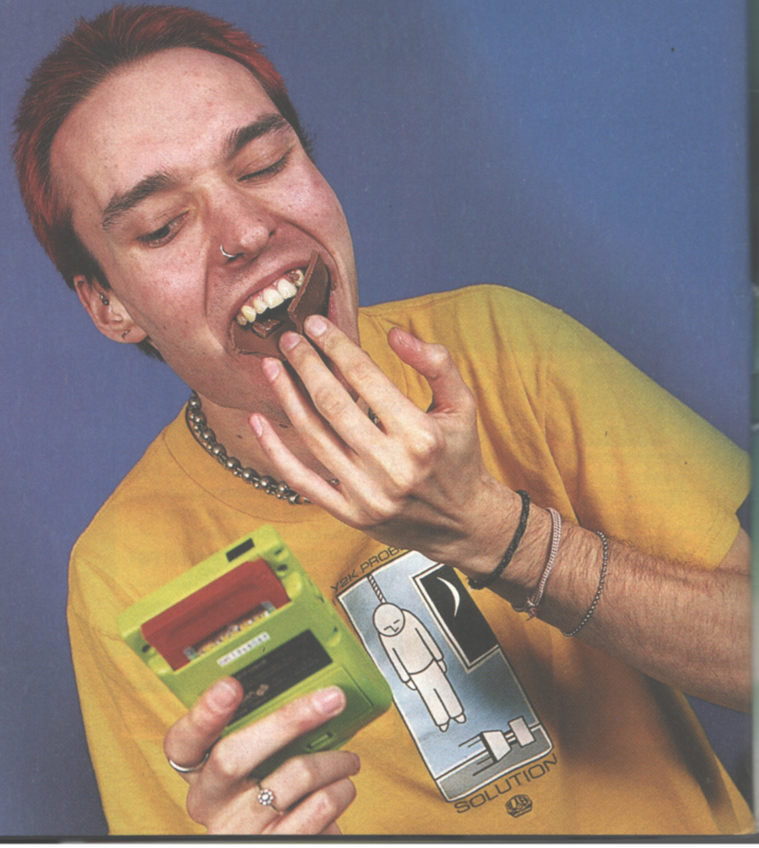
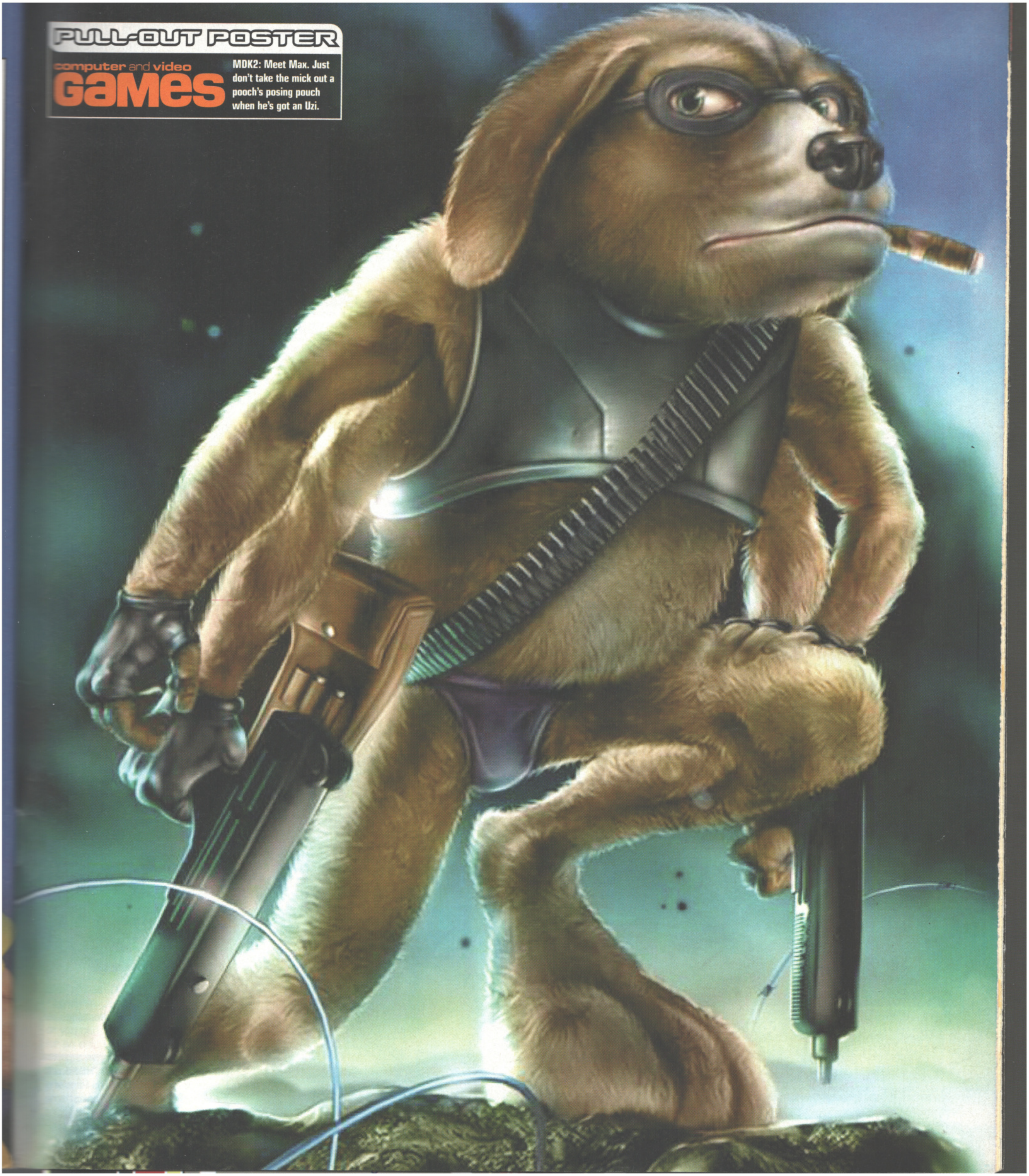


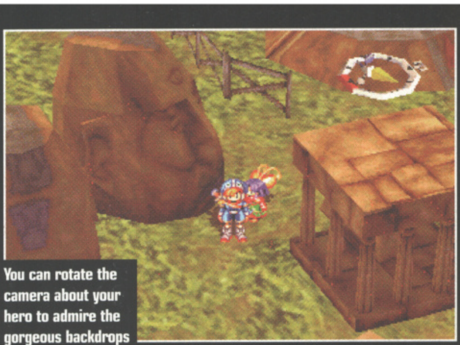
MDK2: Meet Max. Just don't take the mick out a pooch's posing pouch when he's got an Uzi.

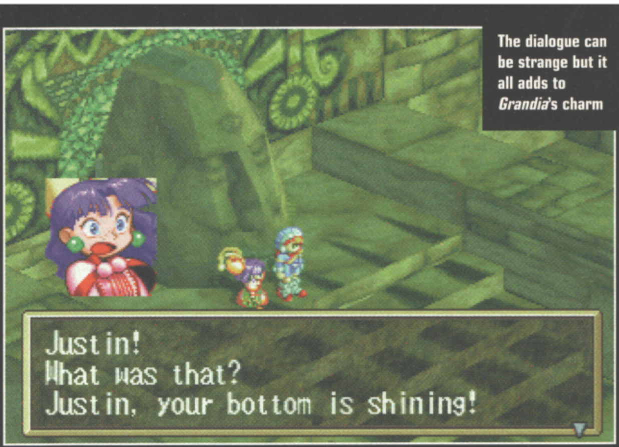


PlayStation

COST: £39.99
OUT: NOW

MULTIPLAYER: **NO**
COMPATIBLE: **JOYPAD/DUAL SHOCK**


You can rotate the camera about your hero to admire the gorgeous backdrops

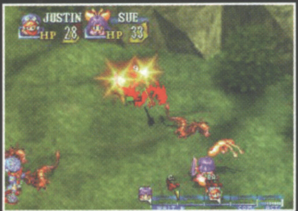

The dialogue can be strange but it all adds to *Grandia*'s charm

Justin!
What was that?
Justin, your bottom is shining!

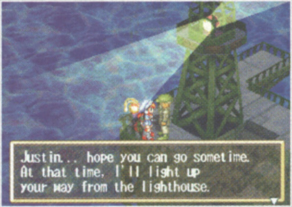
GRANDIA

Grand old RPG finally hits our shores

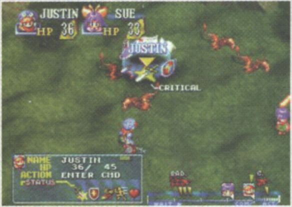
WORDS & SCREENSHOTS: LEE SKITTRELL



Smashing the monsters with a direct hit is awesome fun. Take that, you fiend


Justin.. hope you can go sometime.
At that time, I'll light up
your way from the lighthouse.

Be sure to visit familiar places at night as there may be new secrets to unearth



Despite being turn-based the battles are never dull, even if your guy is called Justin

WHAT YOU NEED TO KNOW

In 1995 *Grandia* was unleashed on an unsuspecting Japanese public and it fast became the stuff of legend. After spending over five years in games limbo, many UK gamers gave up all hope of ever seeing an English language version. But finally, RPG fans can rejoice – *Grandia* has arrived.

I WANNA TELL YOU A STORY

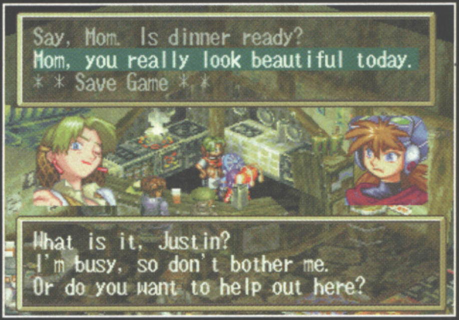
Grandia has you take control of 14-year-old Justin and his cousin Sue. Other characters join the duo later in the game and each one has their own part to play. The story involves those roleplaying favourites, lost artefacts and ancient civilisations. In this respect *Grandia* is very traditional, favouring gameplay and action over character development and FMV.

ADVENTURERS APPLY WITHIN

Grandia's old-school roots can also be seen in the game's presentation. The sprite-based characters roam around a polygonal landscape, creating a distinct graphical style that's carried over to the superbly drawn cut scenes. *Grandia* eases you into the mixture of chatting, battling and solving puzzles with a brilliant treasure hunt which acts as a kind of Tutorial mode and gives the player a hint of the gameplay to follow. Battles are turn-based and have a frantic, arcadey feel.

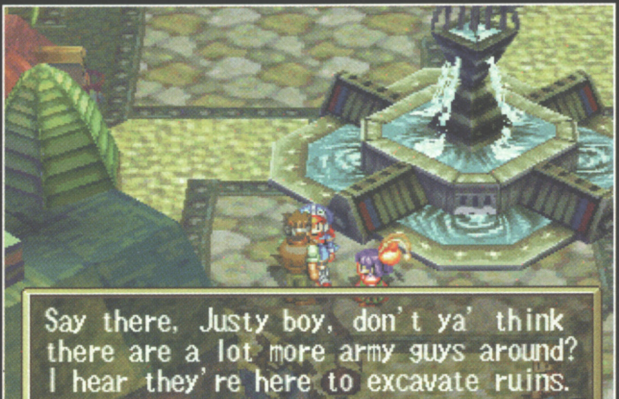
WORTH PLAYING?

Grandia is an immense game and, if you can see past the dated visuals, playing it is a real joy. You hardly ever find yourself wondering what to do next and the quests make sure there's loads to think about. It doesn't have quite the same appeal as *Final Fantasy VIII*, but gamers looking for RPG action to die for need look no further.

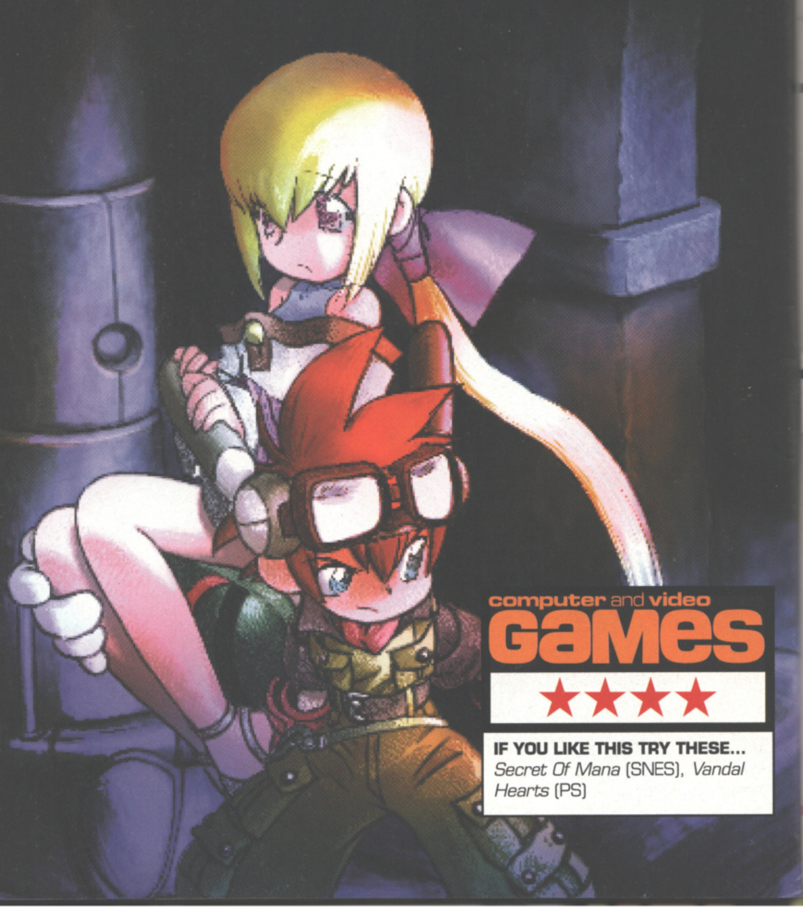

Say, Mom. Is dinner ready?
Mom, you really look beautiful today.
* * Save Game * *

What is it, Justin?
I'm busy, so don't bother me.
Or do you want to help out here?

Justin's mum runs the local restaurant and she is good at responding to any sucking-up you might do. Creepy git


Say there, Justy boy, don't ya' think
there are a lot more army guys around?
I hear they're here to excavate ruins.

The inhabitants of your village, Parm (no ham jokes please), have some odd qualities. But take time to talk to them all, as there is a method in their madness



computer and video GAMES

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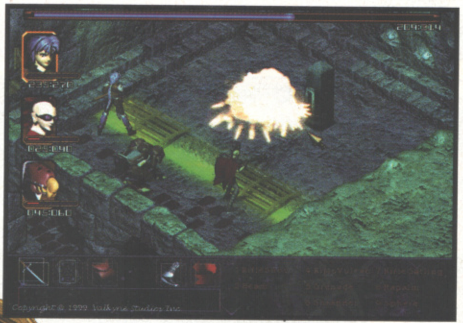
IF YOU LIKE THIS TRY THESE...
Secret Of Mana (SNES), *Vandal Hearts* (PS)



PC CD ROM

COST: £34.99
OUT: MAR

MULTIPLAYER: **NO**
COMPATIBLE: **KEYS/MOUSE**

SEPTERRA CORE

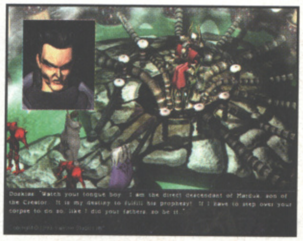
Point and click to save the world

WORDS AND SCREENSHOTS: LEE SKITTRELL

WHAT YOU NEED TO KNOW
If you took the point-and-click interface of *Broken Sword*, combined it with the battle system of *Final Fantasy VIII* and then topped it off with a hugely involving plot and believable characters, you'd end up with something a bit like *Septerra Core*.

SHOW SOME BACKBONE
The world of Septerra is split into seven 'shells' which orbit independently around a central spine. Our heroin, Maya, starts her adventure on the second of these shells. At first, the game plunges you into a gripping story concerning the possible outbreak of war with the inhabitants of the shell above. As you solve puzzles and meet new people the story shifts dramatically, keeping you hooked.

WORTH PLAYING?
The point-and-click interface feels a little old-fashioned, although it works well enough. The battle system is satisfying and you can make it as simple or as complex as you like. Some gorgeous FMV sequences punctuate the action and the game has a complete, polished feel. While it does nothing revolutionary in terms of gameplay, *Septerra Core* tells an epic story that many gamers will find captivating.



Doskias: "Watch your tongue boy. I am the direct descendant of Marduk, son of the Creator. It is my destiny to fulfill his prophecy! If I have to step over your corpse to do so, like I did your fathers, so be it."

computer and video **Games**
★★★

IF YOU LIKE THIS TRY THESE...
Broken Sword II (PC), *FFVIII* (PC)

AGE OF WONDERS

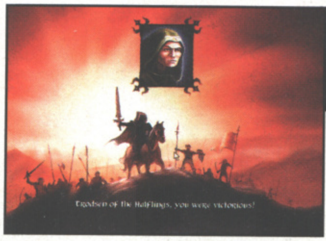
WORDS AND SCREENSHOTS: MAURA SUTTON

Mystic pleaser

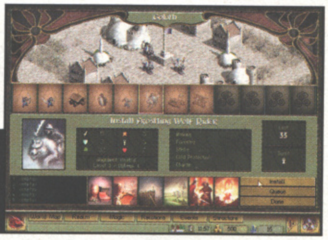
PC CD ROM

COST: £34.99
OUT: MAR

MULTIPLAYER: **INTERNET/ NETWORK/EMAIL**
COMPATIBLE: **KEYBOARD**


Freedom of the Halflings, you were victorious!

Age Of Wonders: Flight of fancy



Age Of Empires: Historically real

WHAT YOU NEED TO KNOW
Age Of Wonders is a turn-based strategy sim populated by goblins, elves, orcs and giant killer-penguins (honestly). The story revolves around an ancient conflict between Good (The Keepers) and Evil (The Cult of Storms). The world's in a right old state and you get to sort it out.

MYTHS AND LEG-ENDS
The game can be played either in short bursts via the Scenario mode, or you can hunker down and dig in for an epic Campaign. You get to choose whether you want to fight on the side of Good or Evil. The fighting and spell-casting is tempered by a smattering of diplomacy and the odd sensible task, like boat-building.

WORTH PLAYING?
Fans of sword 'n' sorcery epics will love this game. While *Age Of Empires* deals in historical reality, *Age Of Wonders* is an absorbing flight of fancy full of fascinating creatures and imaginative touches. If wizards and goblins leave you cold, then avoid like the plague.

computer and video **Games**
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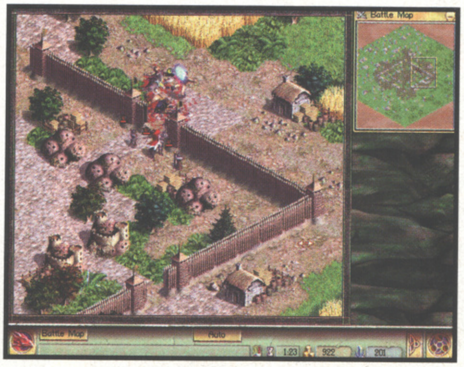
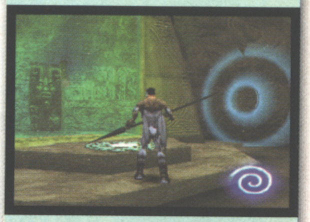


LONG TERM TESTS

SOUL REAVER

FORMAT: PLAYSTATION
COST ABOUT £29.99
MULTIPLAYER: NO
COMPATIBLE WITH: ANALOGUE JOYPAD, MEMORY CARD



Don't get Raz lost in the huge level

ISN'T THIS JUST LARA CROFT WITH FANGS?
Hardly. It's a top third-person adventure from the same publisher, Eidos. Vengeful vampire hero Raziel sucks the souls from his enemies, takes to the skies and wields a big glowing sword that should have George Lucas calling his lawyers. Beat that, Lara.

ANY GOOD LONG-TERM OR DOES IT, ER, SUCK?
Having played for a while, you've probably mastered the initially over-sensitive control system, but you're likely to start getting Raz lost in the single huge level that comprises the game. Thank the elder gods there are teleporters around.

SO, WILL I BE COMING BACK FOR MORE?
It's worth returning for the eerie locations: think *Interview With A Vampire* meets *Gormenghast*. The ability to spookily morph between living and dead worlds effectively doubles the game's size, so you might well find a secret or two you missed first time round. That's about it, though.

SO THE FINAL LONG-TERM VERDICT IS?
Even though it's not level-based, the plot's as linear as the first two *Tomb Raiders* so there's not much point in playing after completion, unless you're goldfish-brained. With its creepy end-of-area bosses and top-spec cut scenes, there's a lot here, but sadly only one way to see it.

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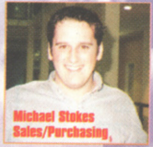
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POKEMON STADIUM

No more eyestrain! Pokémon storms the big screen

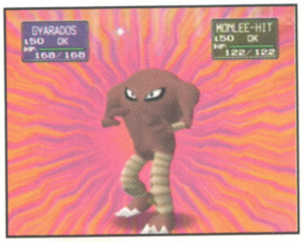
WORDS: MAURA SUTTON **SCREENSHOTS:** SHAUN WHITE

WHAT YOU NEED TO KNOW
It had to happen. Pokémon have tired of the confines of the little Game Boy box and leapt on to the big screen in all their 3D glory. All 150 Pokémon are featured in the game and you even get to import your own specially trained monsters from your Game Boy. Make no mistake, this is gonna be huge!

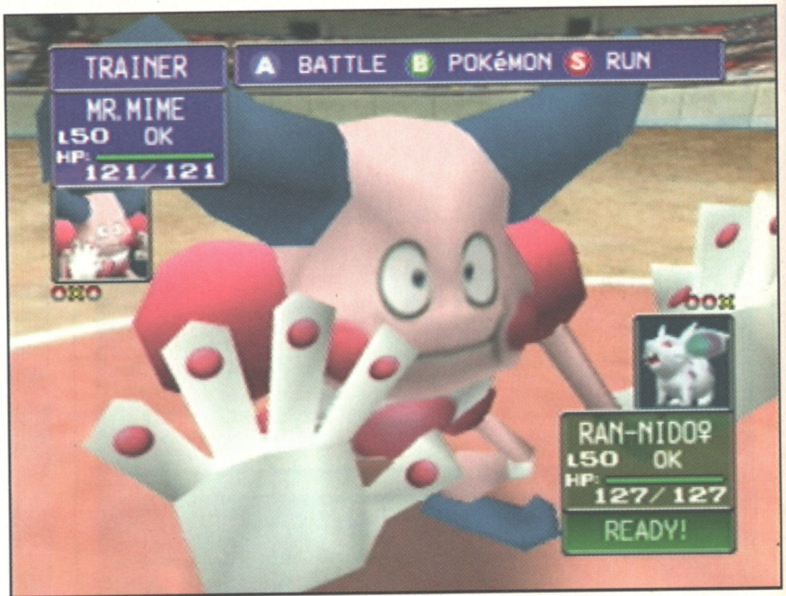
BATTLE STATIONS
The main focus of *Pokémon Stadium* is the various turn-based battle modes where you get to unleash all the usual pokémon attacks. You must register a team of six Pokémon before selecting three from your team to contest each battle. You can switch between your three Pokémon during battle and shuffle your party before you go on to the next bout. Apart from the basic Stadium mode, there are two other battle modes, Free Battle and Gym Leaders Castle. Free Battle is a multiplayer mode where you compete with up to three mates, while Gym Leaders Castle is a Career mode letting you advance by battling the top trainers.

HOW'S YOUR MEWTWO?
Pokémon Stadium isn't just about battling. In the Kids Club there are nine totally bonkers sub-games to play. Clefairy Says features cute dancing and singing Clefairies who get hit on the head with a mallet when they make a mistake. Cruel but cool! Another sub-game, Sushi Go Round, features the hysterical tongue-waggling antics of Lickitung as he tries to beat his pals by gobbling up plates of sushi. Aside from all this lunacy there are loads of resources for owners of Game Boy *Pokémon*. In GB Tower mode you can play your original game pack on the large screen using the bundled Transfer Pak, while in Prof Oak's Research Lab players can view their Pokedex, organise their own monsters and trade Pokémon.

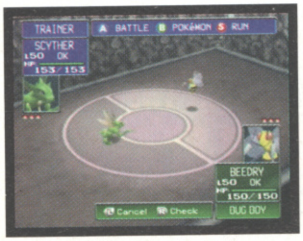
WORTH PLAYING?
Pokémon Stadium is a dream come true for Pokémaniacs. They get to see their beloved creations displayed in stunning detail on a large screen. Can't see the N64 dying just yet with such a sure-fire crowd-pleaser.


GYARADOS
L50 OK
HP: 168/168
MONLEE-HIT
L50 OK
HP: 122/122

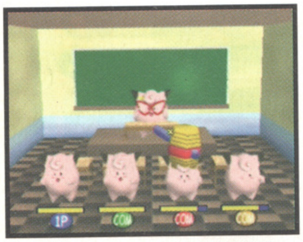
Battles can turn into special effects shows, but don't get distracted from the fight


TRAINER
A BATTLE B POKéMON S RUN
MR.MIME
L50 OK
HP: 121/121
RAN-NIDO♀
L50 OK
HP: 127/127
READY!

Mr Mime prepares to kick off in the stadium. Wonder if he'll do the trademark 'trapped in a box' routine…


TRAINER
A BATTLE B POKéMON S RUN
SCYTHER
L50 OK
HP: 153/153
BEEDRY
L50 OK
HP: 150/150
BUG BOY
Cancel
Check

Round One – FIGHT! You get a bird's-eye view of the arena before you get battling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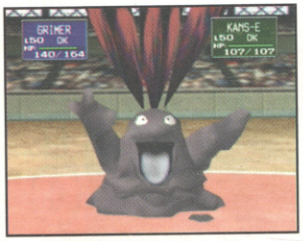
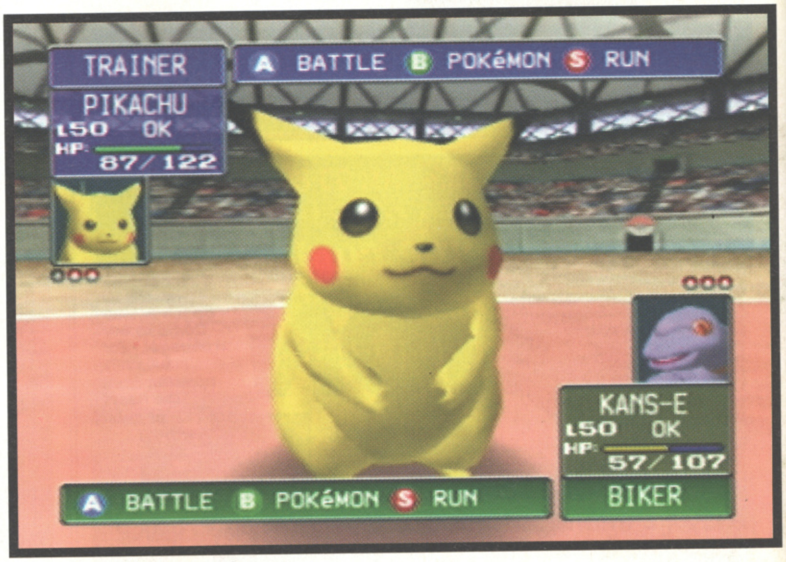
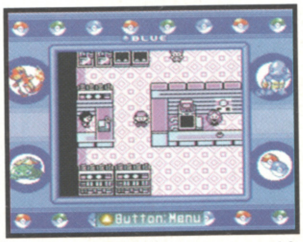
The mini-games are a cool way to let off steam between the hardcore action


GRIMER
L50 OK
HP: 140/164
KANS-E
L50 OK
HP: 107/107

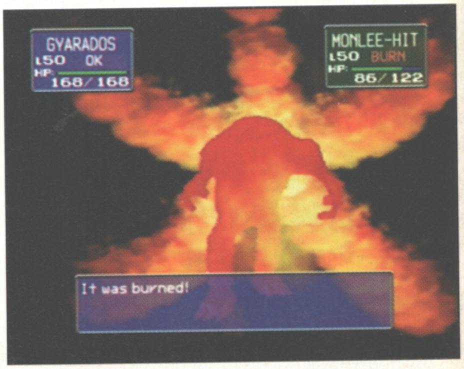
This grimy beast will get you filthy – put the smack down on him before he does to you


TRAINER
A BATTLE B POKéMON S RUN
PIKACHU
L50 OK
HP: 87/122
KANS-E
L50 OK
HP: 57/107
A BATTLE B POKéMON S RUN
BIKER

Imagine blasting Pikachu across the arena in a glorious explosion of N64 power!


BLUE
Button:Menu

Above: *Pokémon Stadium* features a special mode which lets you play the Game Boy adventure on your N64 using the Transfer Pak. It won't play other games though


GYARADOS
L50 OK
HP: 168/168
MONLEE-HIT
L50 BURN
HP: 86/122

It was burned!

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FEAR EFFECT

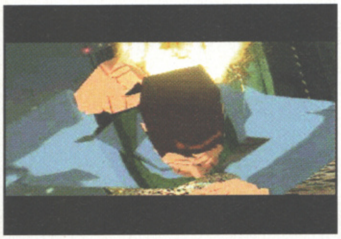
Slip into your gangsta pants for hell on Earth

WORDS & SCREENSHOTS: LEE SKITTRELL

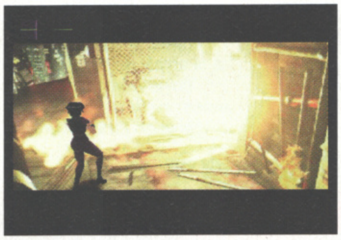
Ever fancied taking a holiday to China? A stroll along the Great Wall, perhaps? Or a visit to the historical treat that is the terracotta army? Well, if you ever end up there, pray it doesn't turn out to be the twisted and vicious China featured in *Fear Effect*. You'll find no cultural beauty in this alternative nightmare – only blood-thirsty triads, locals with an unhealthy interest in pain, and a gateway to hell. Best speak to your tour rep...

MORE THAN A FEELIN'

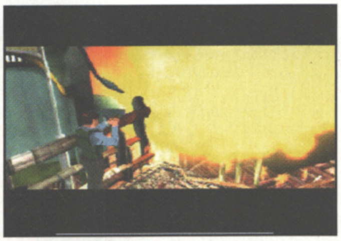
Fear Effect has been designed both as a game and as an experience. The idea is that the player will feel certain emotions as the game is played. These range from fear and panic, shock and surprise, to moments of humour. The way the game does this is to provide a realistic world inhabited by believable characters.



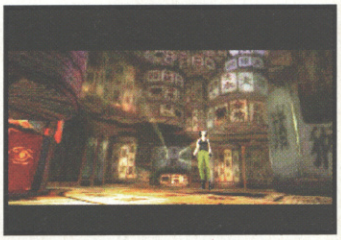
After solving a quick-thinking puzzle, the game switches to automatic and Glas takes cover in true action-hero style



Blow up the locked door and a fantastic animation starts. The great thing is, you can still control Hana while the sequence plays!



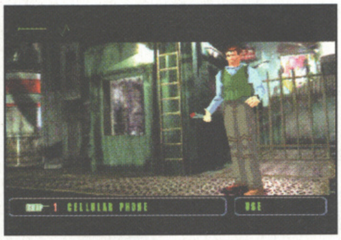
In the best tradition of hardcore action movies, explosions feature heavily in *Fear Effect*. Most of them are caused by you, of course



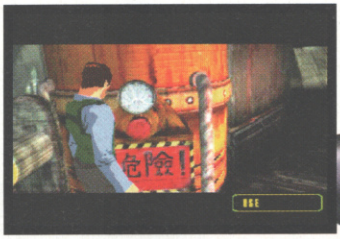
The gorgeous backdrops are always animated and feel alive. Although annoying at first, the letterbox format adds to the movie-like drama

ACTION ATTRACTION

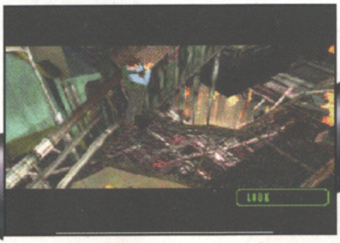
While borrowing much of its ideas from survival horror and taking inspiration from Hollywood action movies, *Fear Effect* still manages to surprise. One of the best gameplay additions are the 'areas of attraction'. These are hot-spots in the game that let you know there's something to look at or something important to do.



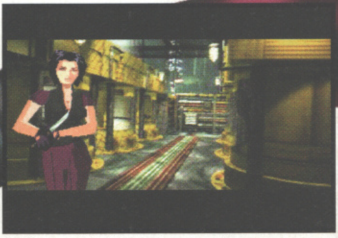
Saving can only be done in certain places in the game. The save icon will appear and you'll have to do it via your mobile phone. Kinda cool



The Use icon will flash when you can manipulate an object. It won't tell you how to solve the puzzle though, doh!



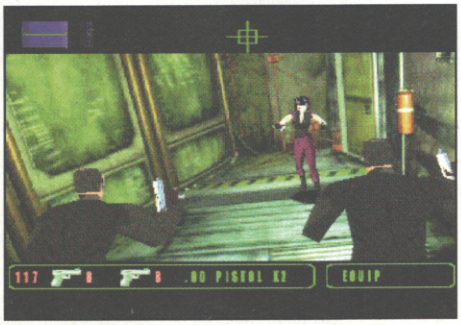
When there's something important to the story the Look icon will pop up. You can bypass these but you'll miss valuable clues and information



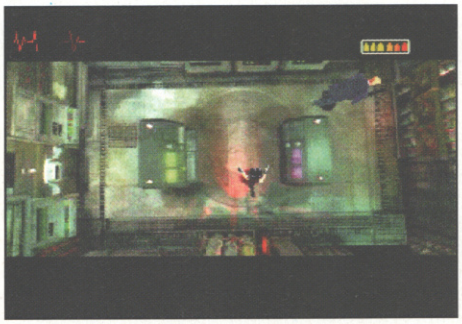
Feeling sneaky? Then why not creep up behind an enemy and sink your knife deep into his rotten flesh! Mmmm, satisfying

BLAZE OF GLORY

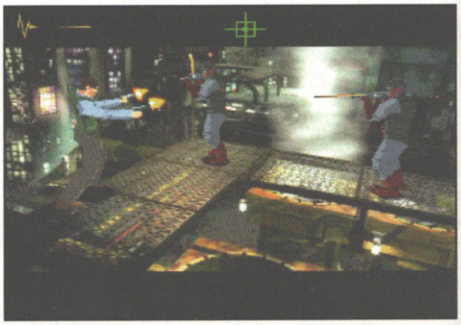
Each of the three characters you control in *Fear Effect* has some cool moves and weapons, which you can use to truly mess up the gangsters – and other, more unspeakable brutes – you'll encounter. You can also choose to go into battle guns-blazing, but you're more often rewarded for stealth kills. Your Fear meter acts like a health bar, but can only be replenished by sneaky kills.



Yes! Double-pistol action all the way. Be warned, though – such brazen action can alert other enemies to your location



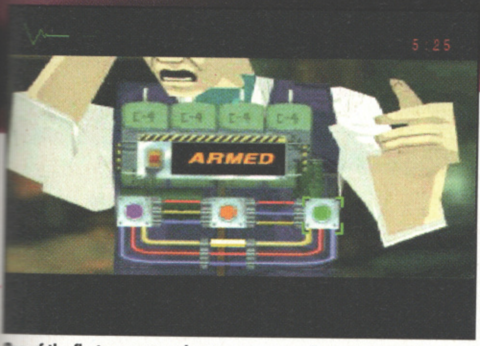
This first boss can be hard but there's a pattern to follow. Don't sneak around for this guy – he knows you're there – let him have it



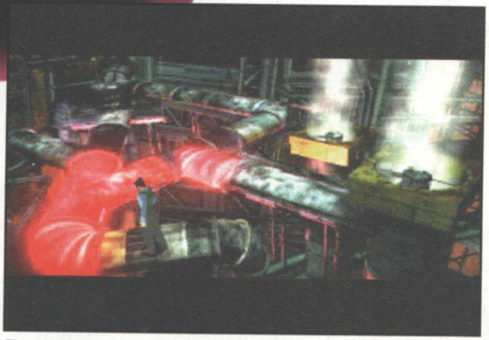
This area has to be cleared by Hana first, before Glas can tackle these bad guys. Eat lead meatheads

THINKQUICK

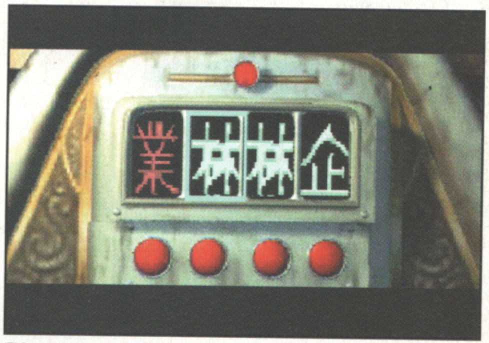
Any self-respecting survival horror-inspired game wouldn't be complete without its fair share of tricky puzzles. In *Fear Effect* they range from the obvious, like walking over tiles in the correct sequence, to the obscure, like the frustrating bomb-diffusing episode early on in the game. The solutions to the puzzles are logical and fair, but the instant deaths – if you get chin-scratchers wrong – can be a pain.



One of the first proper puzzles you encounter. Pay attention to the cut-scene beforehand. The guy squirms as you try to diffuse the bomb



The solution to this puzzle is obvious: tread on the red and you're dead. So don't. Unless you're some sort of weird masochist



This one's a beauty. If you pay attention to your surroundings you'll figure it out. Ingenious. Best say no more or we'll spoil it for you

WHAT WE THOUGHT

NO ZOMBIES ALLOWED

If you've ever wanted the thrills and gameplay finesse of the *Res Evil* games, but without the zombies, *Fear Effect* could be the game you've been waiting for. The gameplay manages to successfully combine the shock moments and cinematic joy of the *Resident Evil* series with the sneaky, stealthy action of *Metal Gear Solid*, while adding a few neat twists all of its own.

PRODUCTION VALUES

The overall look of the game is fantastic. The unique graphical style and the background animations really set this apart. The voice acting is great almost all the way through, and with the letterbox format, it really adds to the cinematic tension.

CHARMING DEVIL

Fear Effect isn't a huge game, despite coming on four whopping discs. The first time you encounter the trickier sections you'll be stumped for ages, but once you've sussed them out you'll blast through them. There are moments in the action where it seems you're cruelly set up to be defeated and perhaps there are too many cases of instant, unavoidable death. But the feeling of satisfaction after you finally solve a puzzle is extreme. *Fear Effect* looks great, plays great and will challenge you. Lose yourself in its hellish charms.

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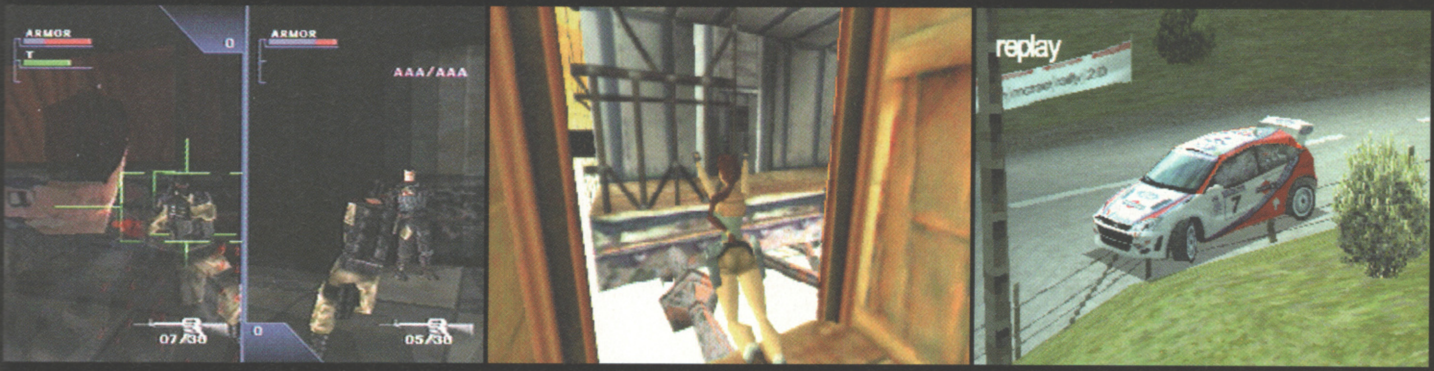

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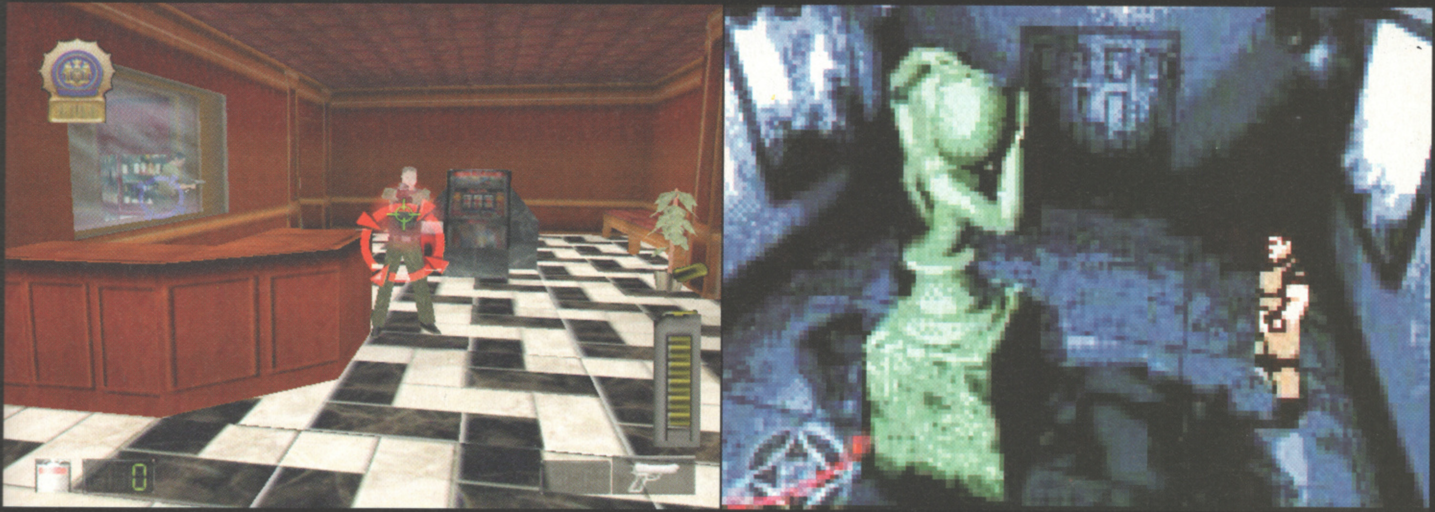

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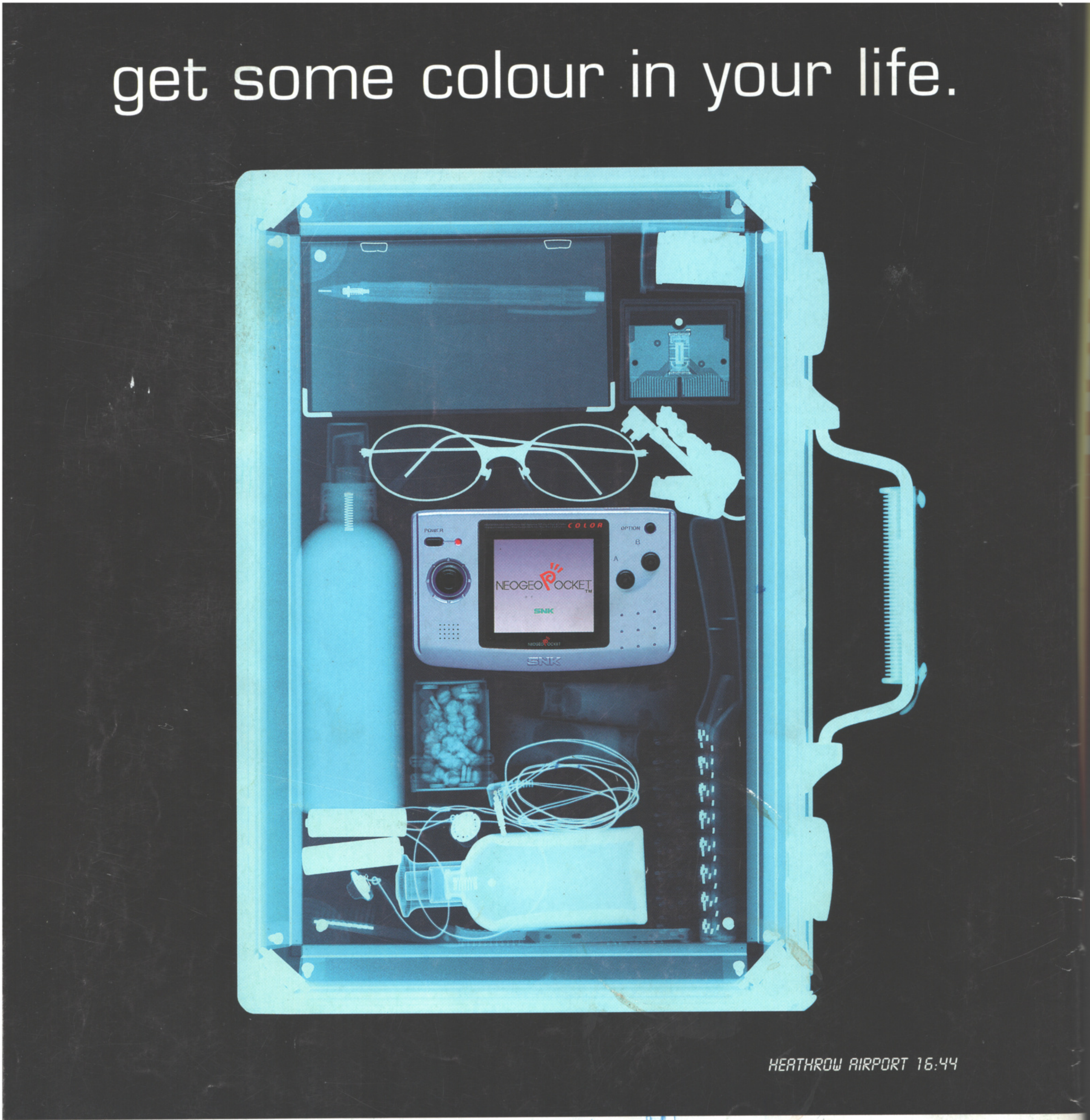
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